topica.

Title: GAME MACHINE SYSTEM, GAME MACHINE, AND MANAGEMENT SERVER

FIG. 1

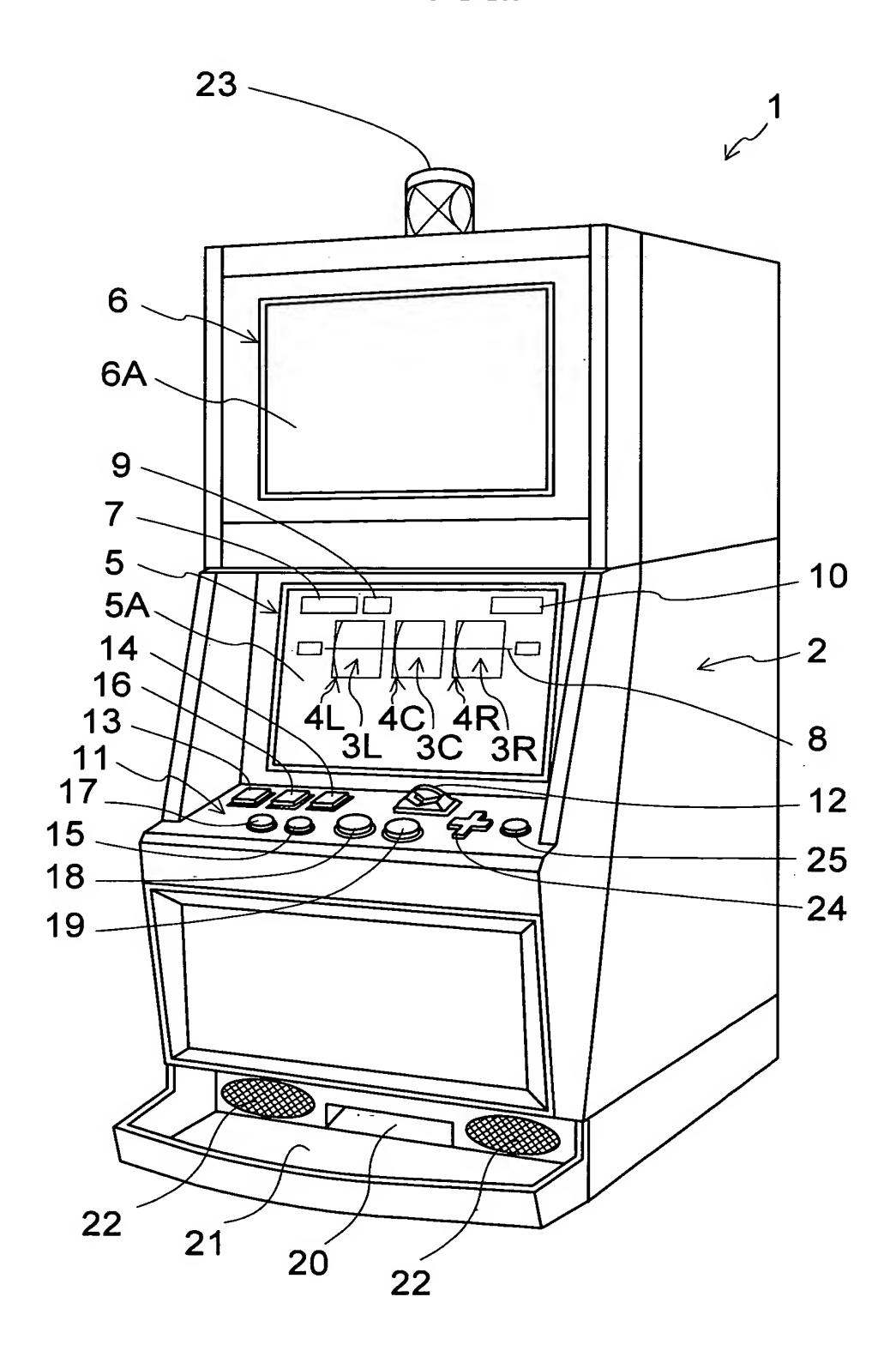
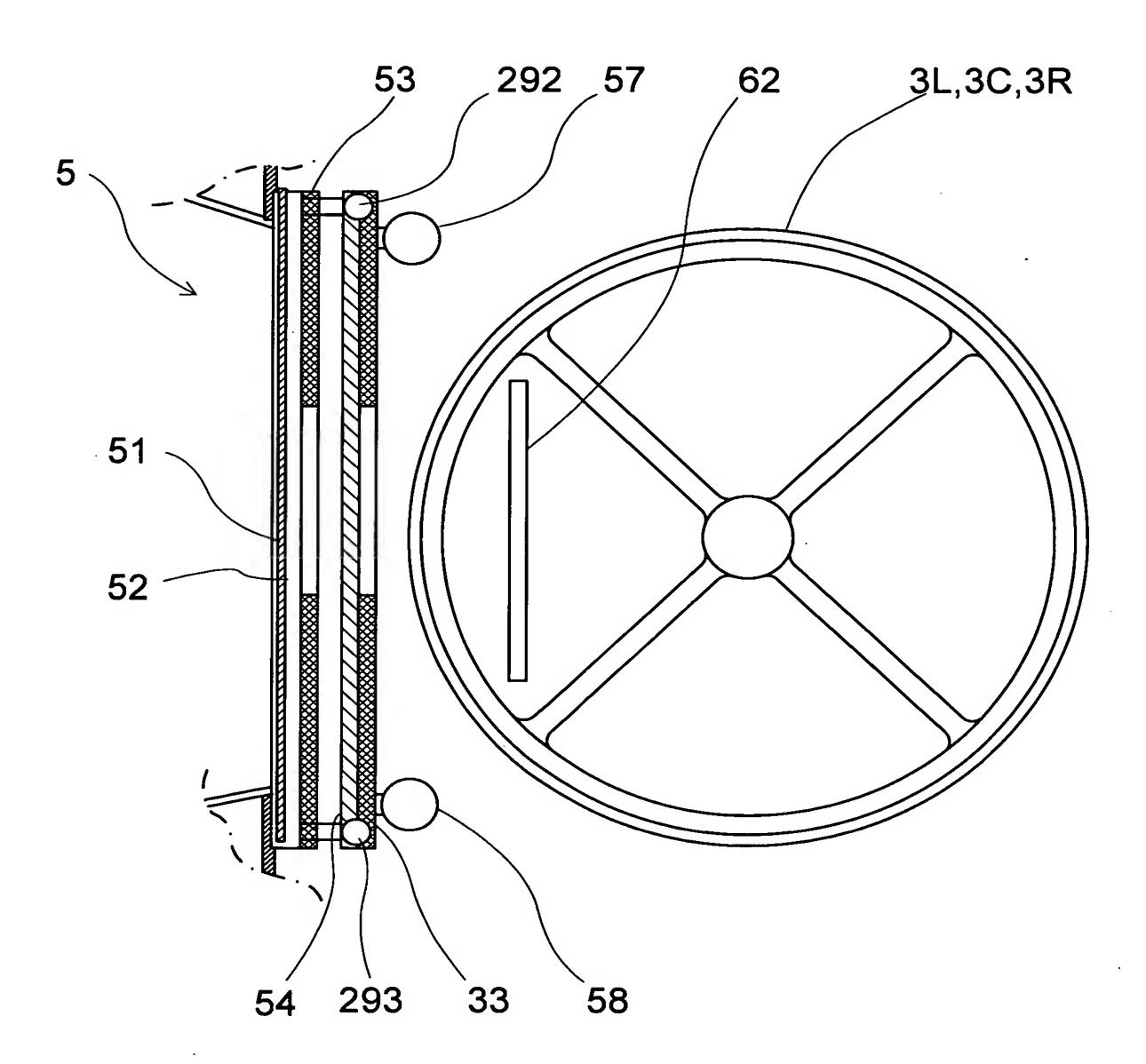


FIG. 2



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FIG. 3

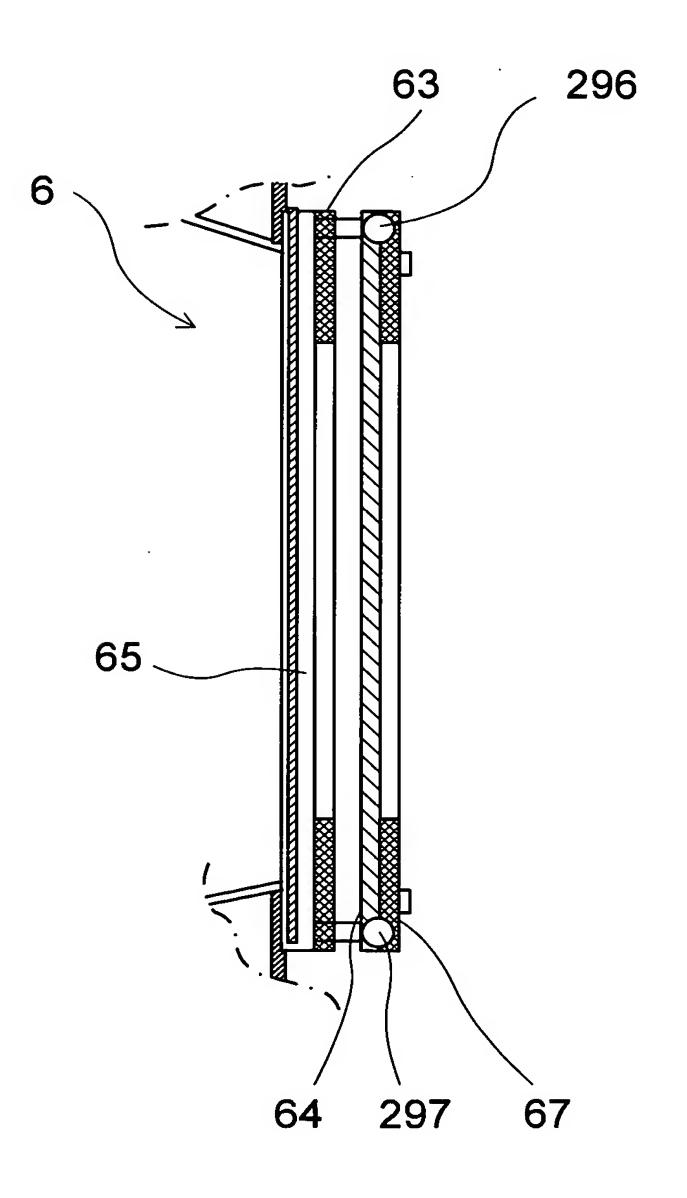
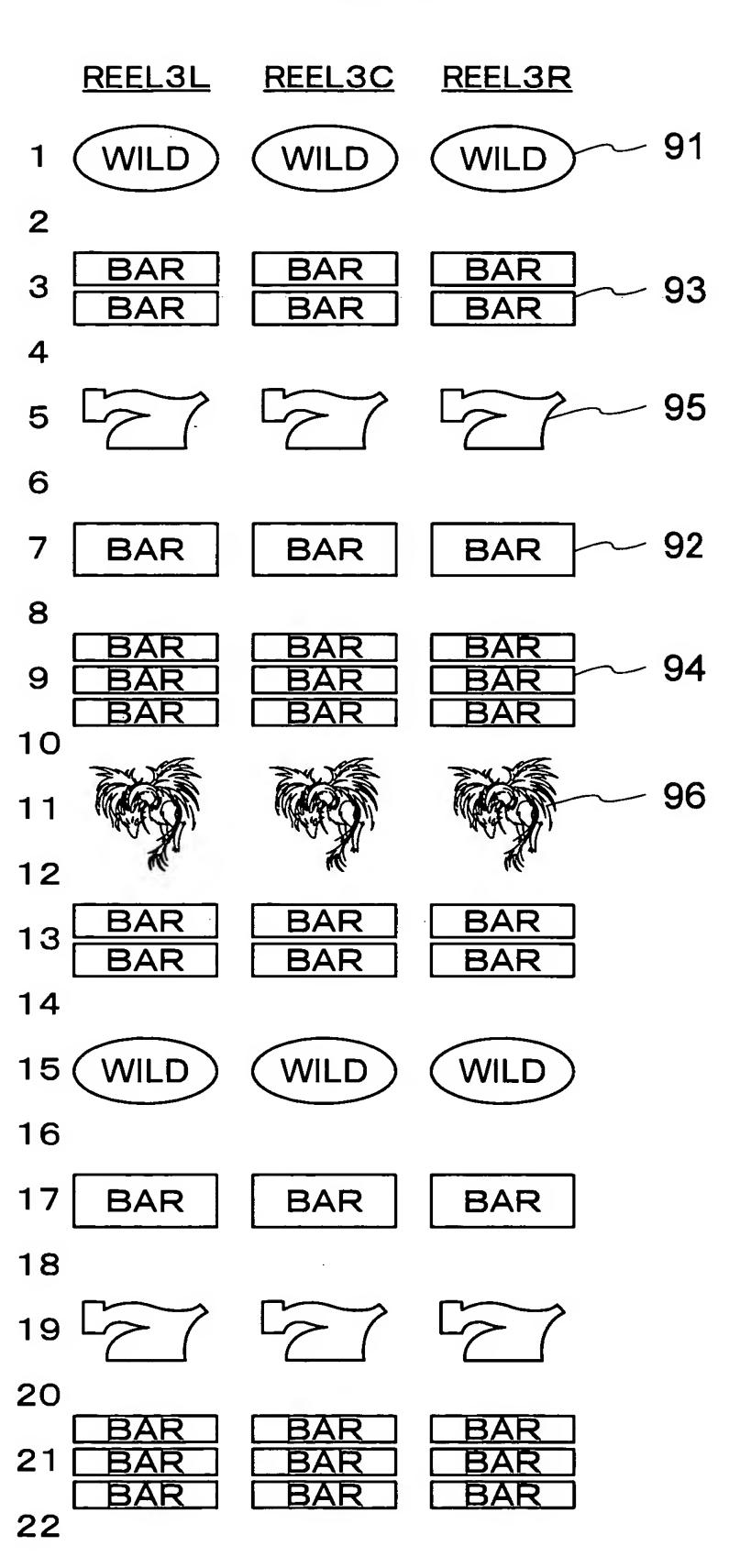


FIG. 4



1

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## FIG. 5

#### **PAYOUT TABLE**

COMBINATION OF SYMBOLS	BET ONE COIN	BET TWO COIN	BET THREE COIN
WILD - WILD - WILD	200	400	1,000
DRAGON - DRAGON	100	200	400
RED7 - RED7	50	100	200
3BAR - 3BAR - 3BAR	40	80	120
2BAR - 2BAR - 2BAR	20	40	60
1BAR - 1BAR - 1BAR	10	20	30
ANYBAR - ANYBAR - ANYBAR	5	10	15

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FIG. 6

(RANGE OF RANDOM NUMBERS: 256)

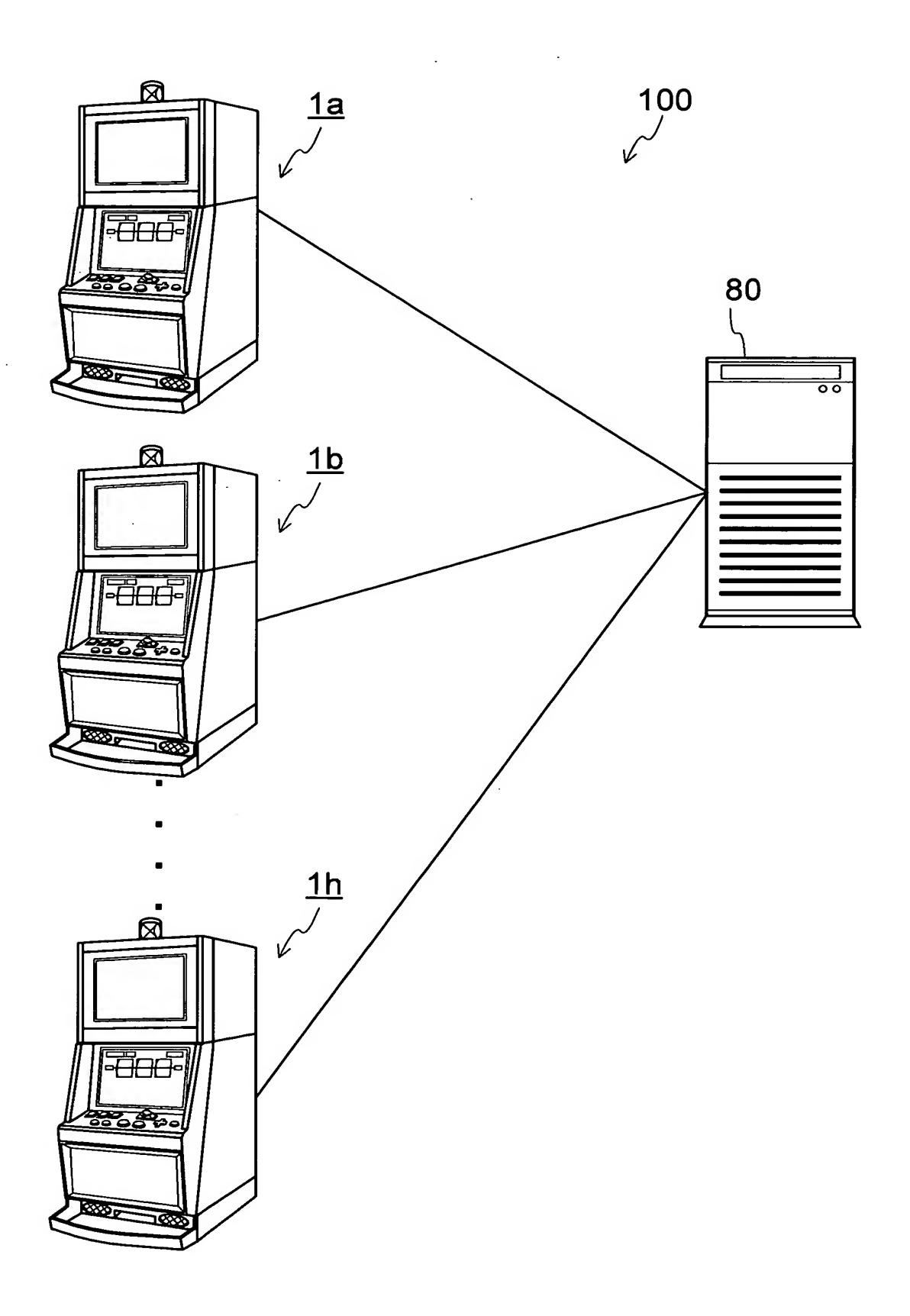
(RANGE OF RANDOM NUMBERS: 256)

(RANGE OF RANDOM NUMBERS: 256)

SYMBOL	RANGE OF RANDOM NUMBERS	SYMBOL	RANGE OF RANDOM NUMBERS	SYMBOL	RANGE OF RANDOM NUMBERS
DRAGON	0~10	DRAGON	0~10	DRAGON	0~10
WILD	11~30	WILD	11~30	WILD	11~30
RED7	31~70	RED7	31~70	RED7	31~70
3BAR	71~115	3BAR	71~115	3BAR	71~115
2BAR	116~170	2BAR	116~170	2BAR	116~170
1BAR	171~240	1BAR	171~240	1BAR	171~240
BLANK	241~255	BLANK	241~255	BLANK	241~255

\*\*THE ABOVE TABLE DESCRIBES A CASE IN WHICH FOUR COINS HAVE BEEN BET

FIG. 7



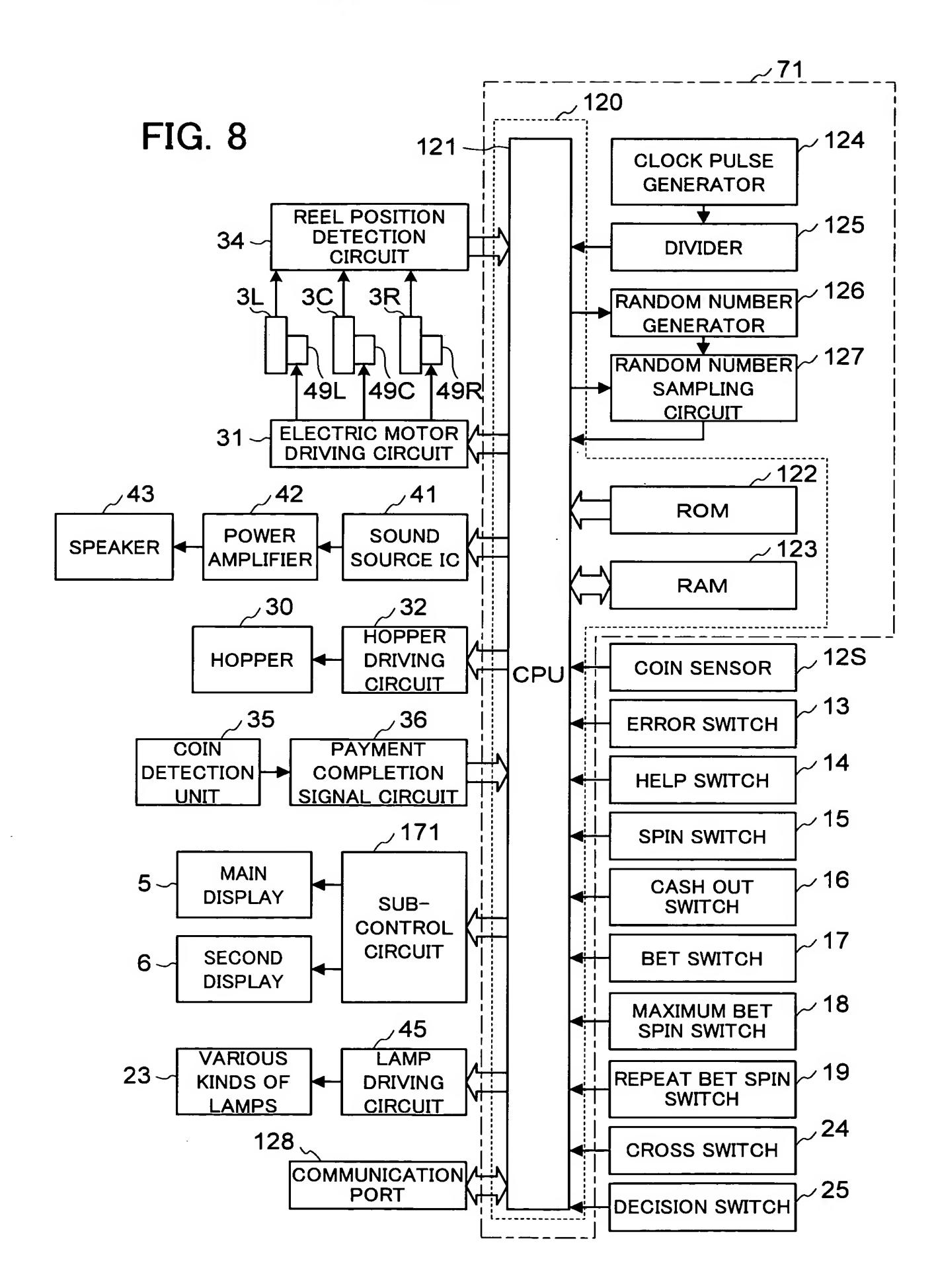


FIG. 9

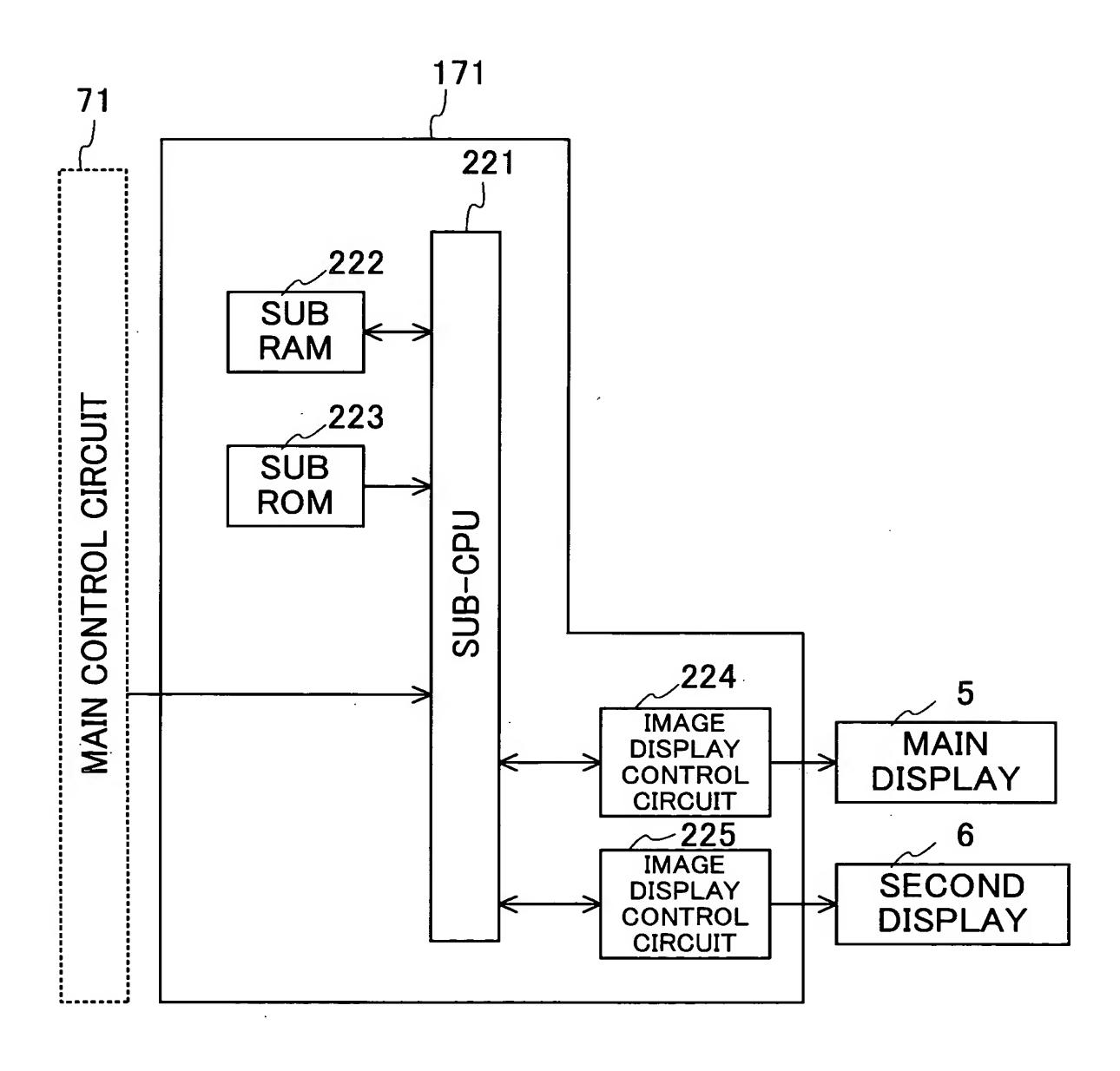
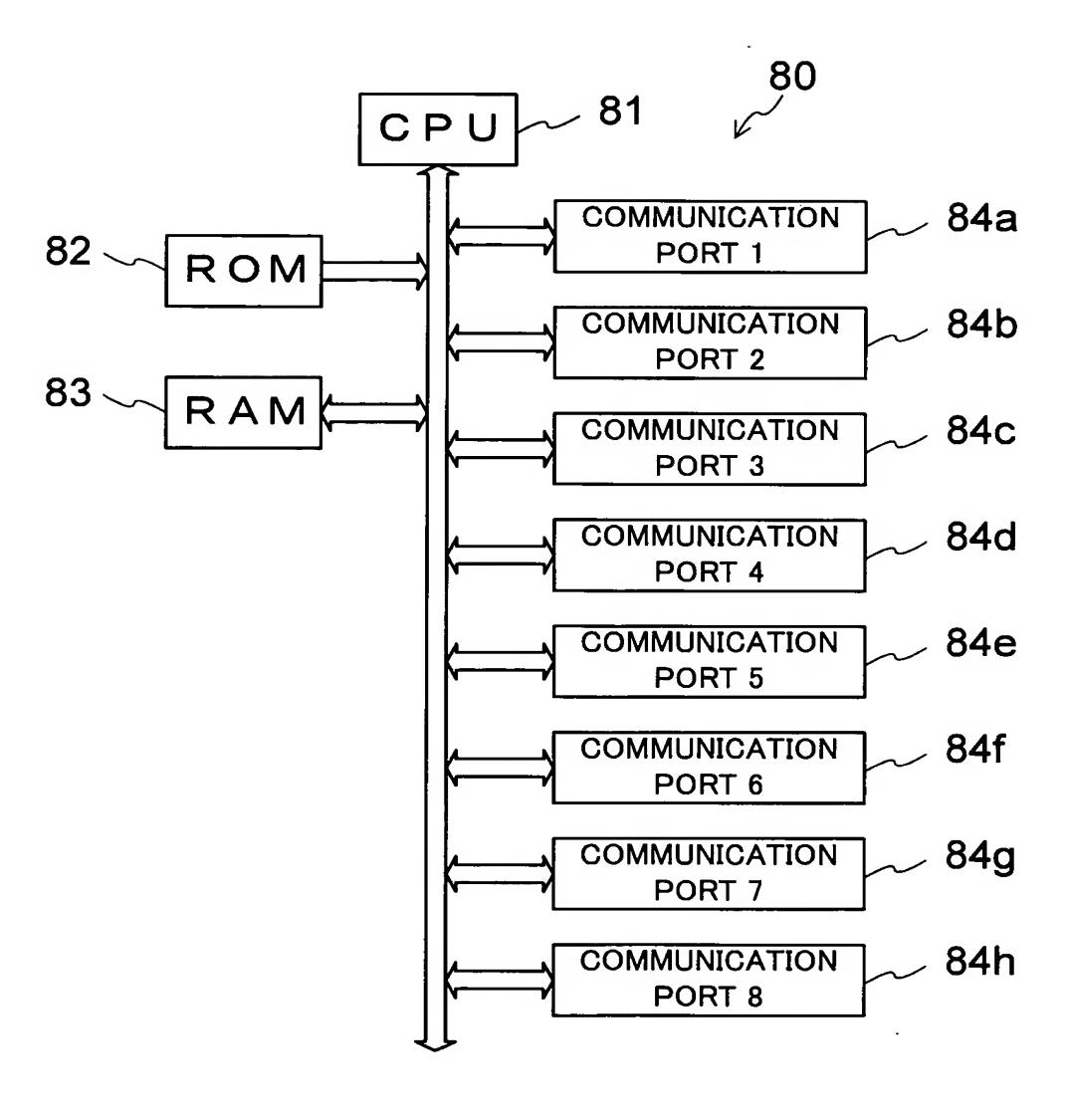


FIG. 10



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## FIG. 11A

#### STANDARD COIN PAYMENT TABLE

ROLE	REFERENCE COIN AMOUNT
LEADER	5,000 COINS
PARTNER	1,000 COINS

## FIG. 11B

#### BETTING CLASSIFICATION TABLE

RESULT	BETTING RATE CLASSIFICATION (1)	BETTING RATE CLASSIFICATION (2)	
VICTORY	1.0	1.0	
ESCAPE	0.2	1.0	
DEFEAT	0.0	0.0	

## FIG. 11C

### TREASURE-BOX COIN AMOUNT TABLE

TYPE	COIN AMOUNT INCLUDED IN TREASURE BOX
LARGE	1,500 CIONS
MEDIUM	1,000 COINS
SMALL	500 COINS

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## FIG. 12A

ROLE: LEADER

SIZE OF TREASURE BOX: MEDIUM
NUMBER OF GAMING MACHINES WHERE
BONUS GAME IS BEING EXECUTED: THREE

RESULT	PAYMENT AMOUNT OF COINS
VICTORY	5333 COINS
ESCAPE	1,333 COINS
DEFEAT	0 COINS

### FIG. 12B

ROLE: PARTNER

SIZE OF TREASURE BOX: MEDIUM
NUMBER OF GAMING MACHINES WHERE
BONUS GAME IS BEING EXECUTED: THREE

RESULT	PAYMENT AMOUNT OF COINS
VICTORY	1,333 COINS
ESCAPE	533 COINS
DEFEAT	0 COINS

FIG. 13



FIG. 14

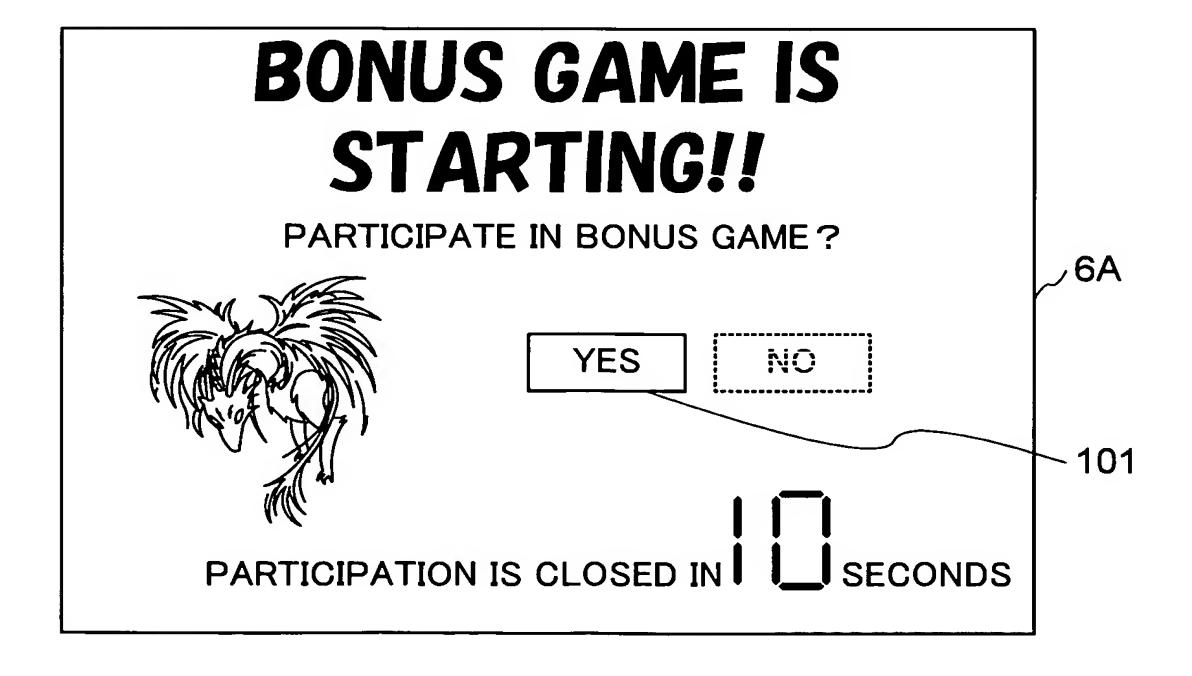


FIG. 15



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FIG. 16

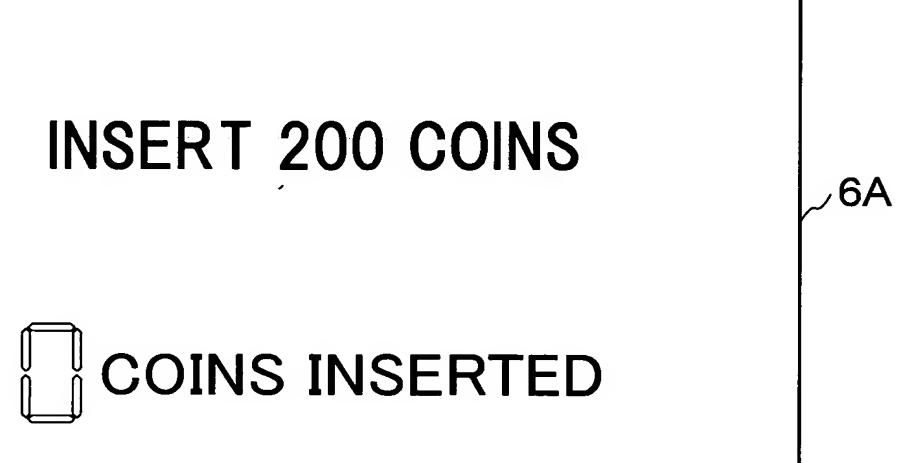


FIG. 17

DESTROY DRAGON, AND GET TREASURE!!
ONLY LEADER CAN GIVE "ESCAPE" COMMAND!!

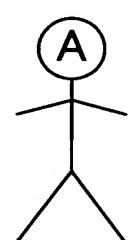


/6A

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FIG. 18A

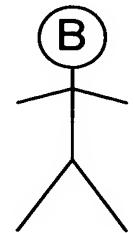




SKILLED AT ATTACKING AND ATTACK MAGIC

FIG. 18B

# YOU ARE LEADER B



SKILLED AT DEFENDING

/6A

/6A

FIG. 19

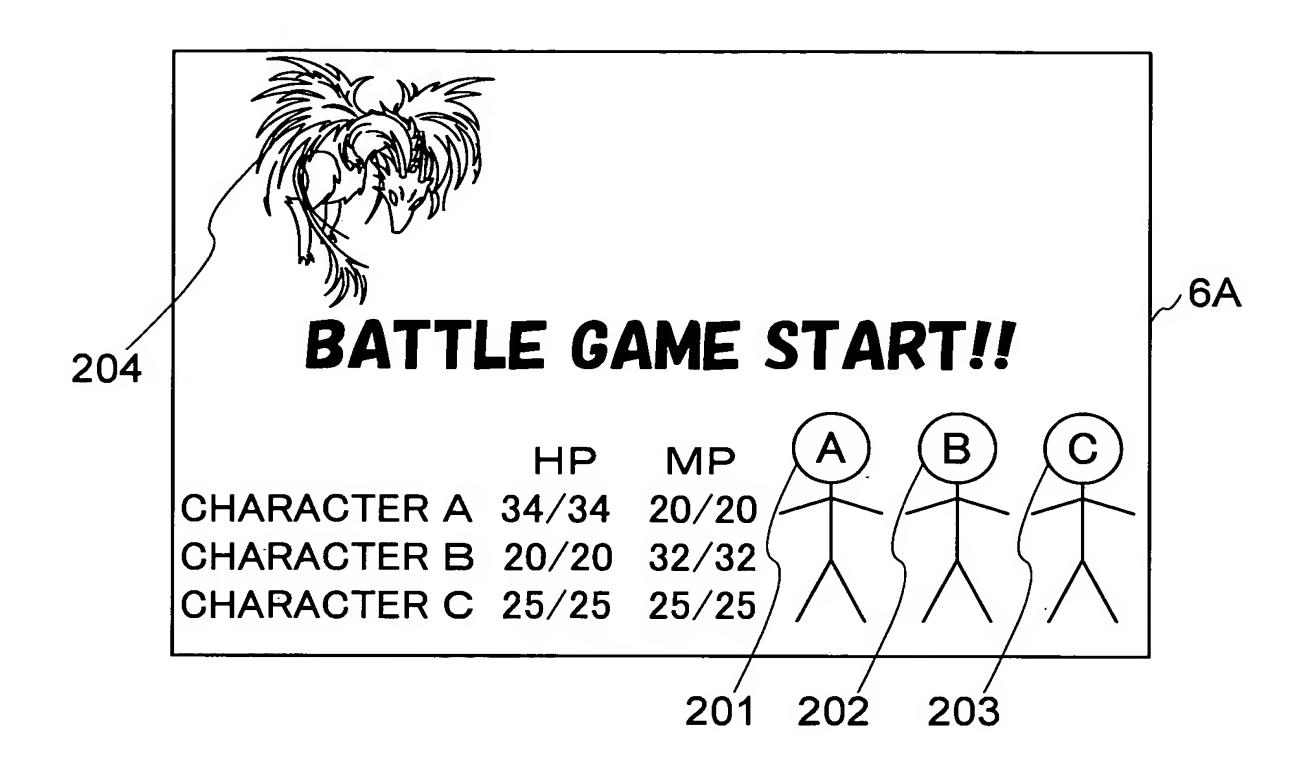


FIG. 20

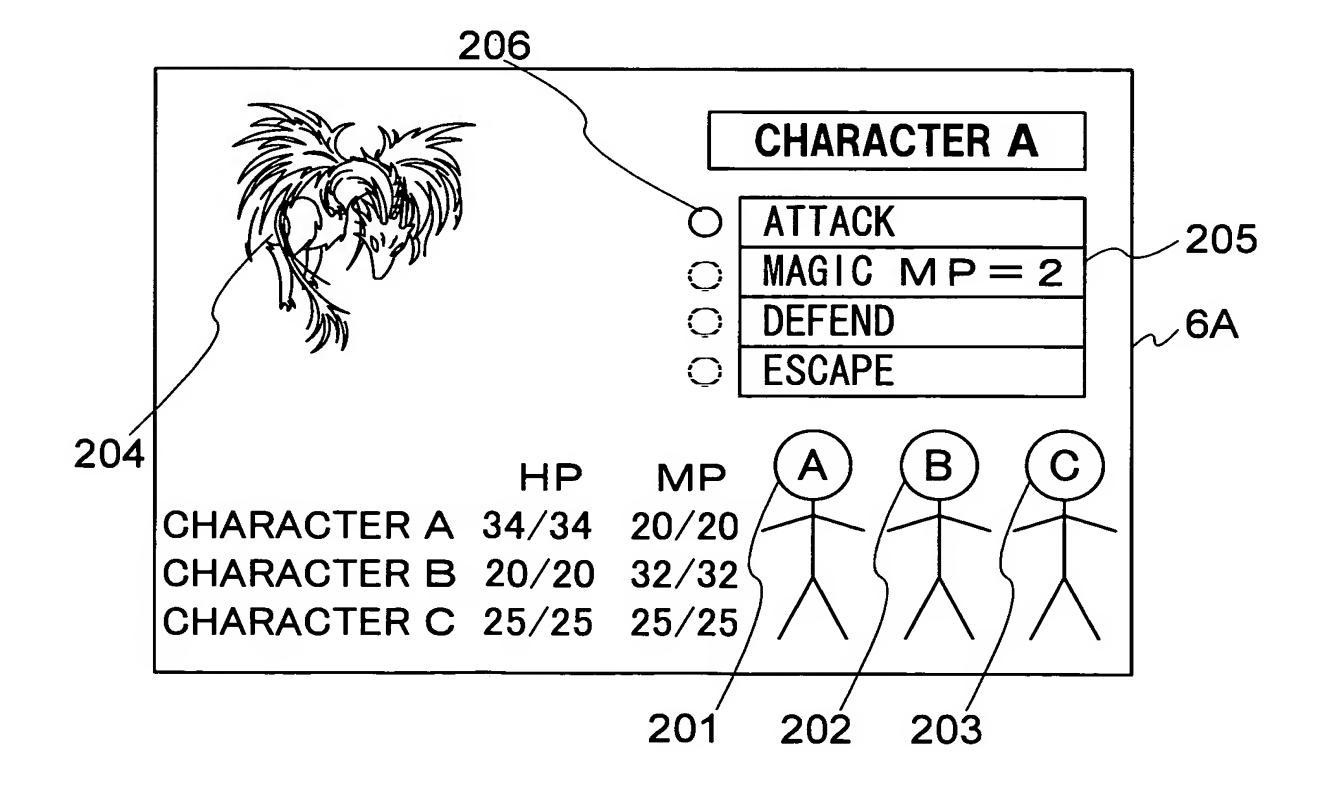


FIG. 21A

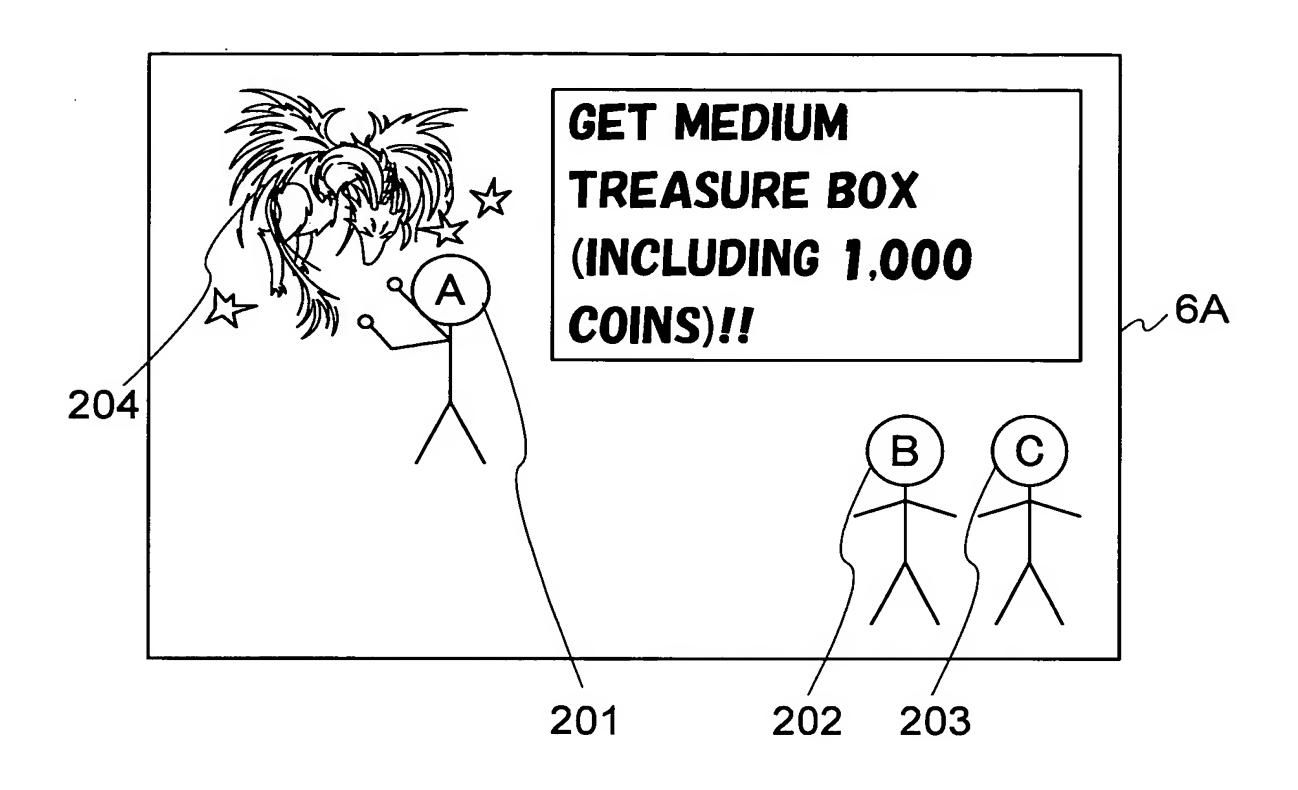


FIG. 21B

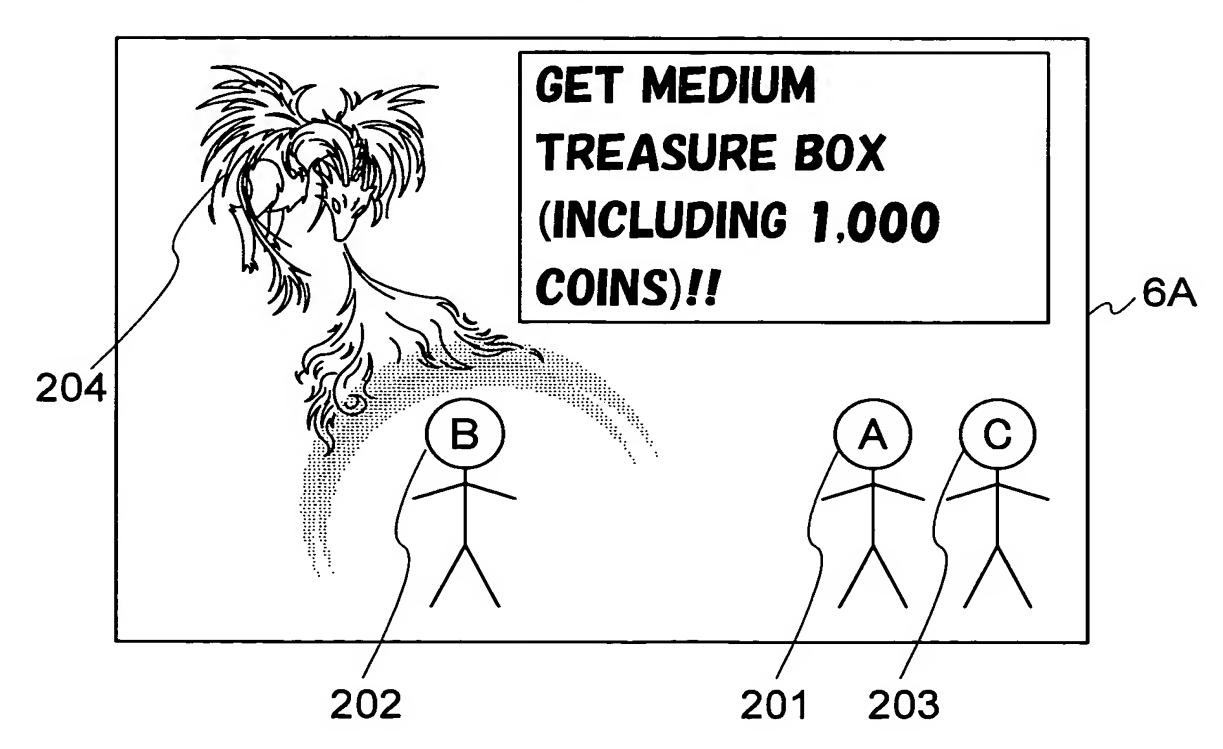


FIG. 22

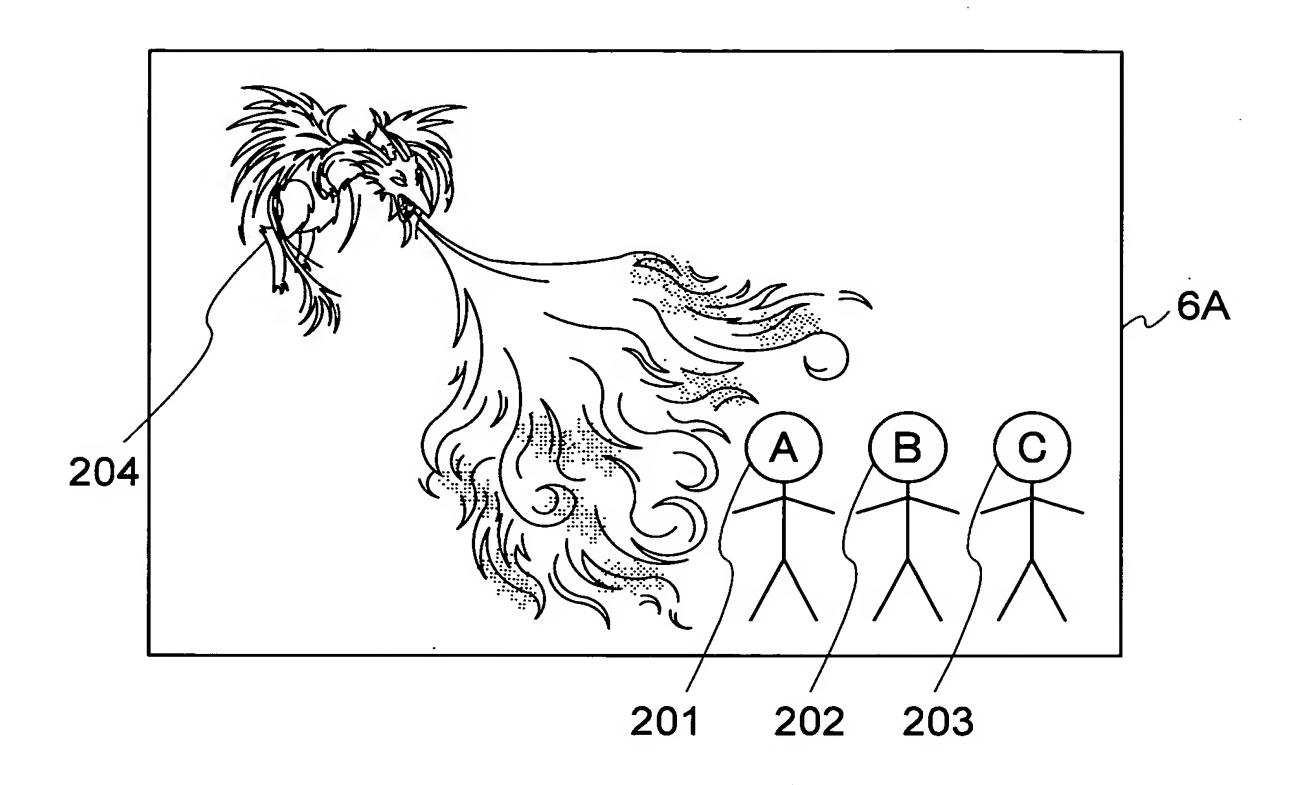
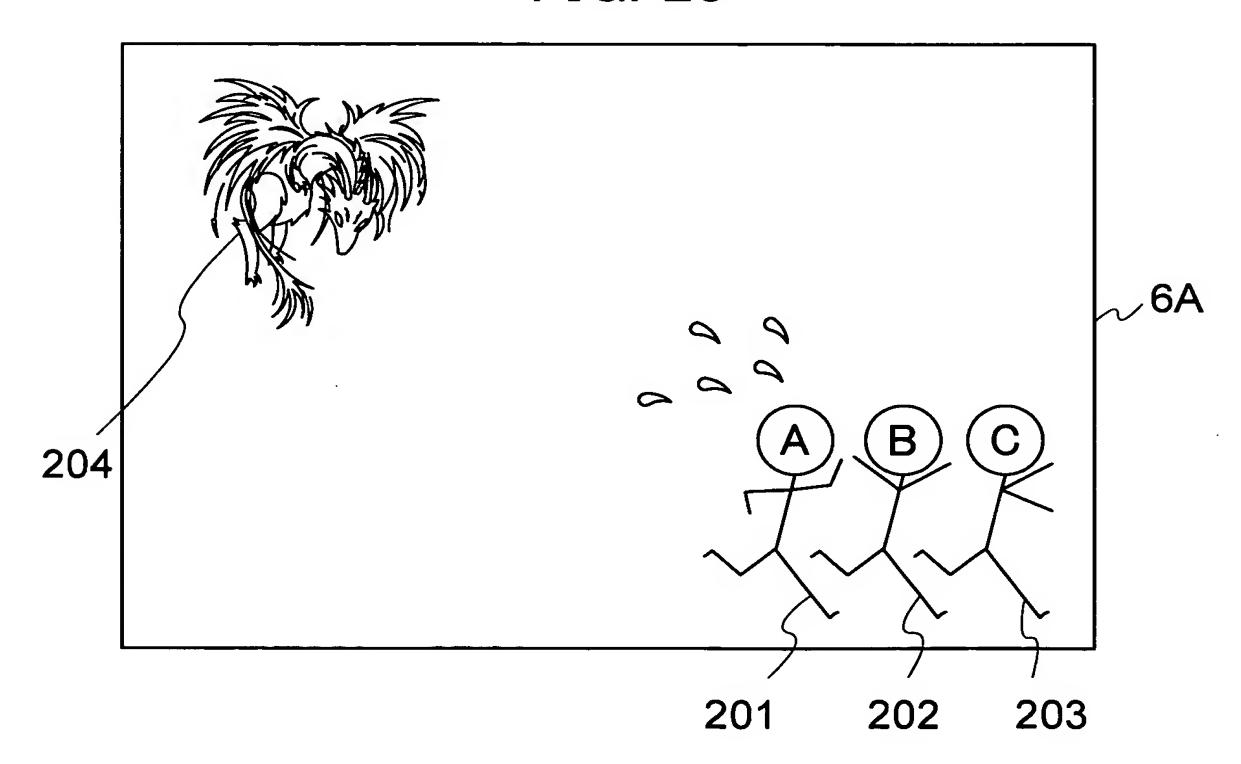


FIG. 23



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### FIG. 24A

## **BATTLE OVER**

COINS: 1,000

~6A

COINS IN TREASURE BOX: 333

GET TOTAL 1,333 COINS!!

FIG. 24B

BATTLE OVER

**COINS**: 200

~6A

COINS IN TREASURE BOX: 333

GET TOTAL 533 COINS!!

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FIG. 25

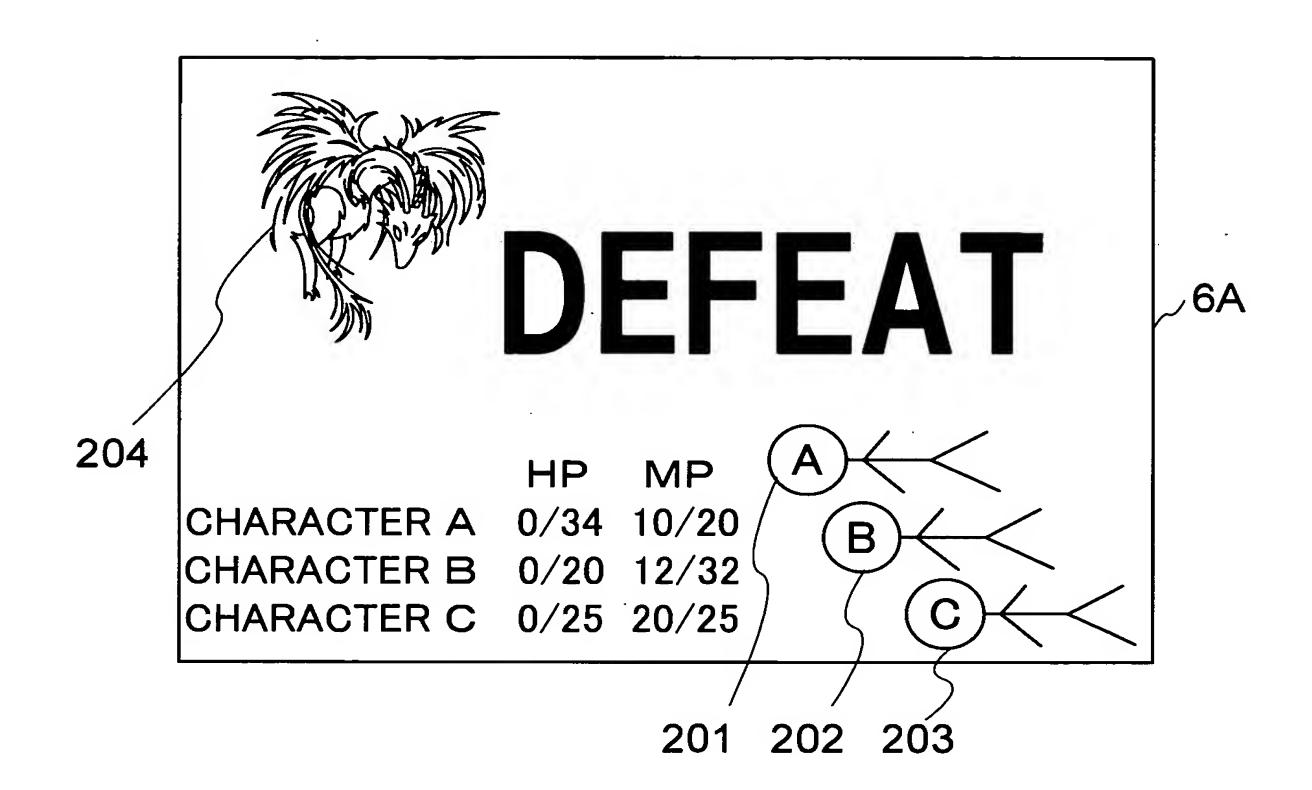


FIG. 26

SORRY.
YOU COULD NOT GET
ANY COINS.

√6A

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FIG. 27A



FIG. 27B

**BATTLE OVER** 

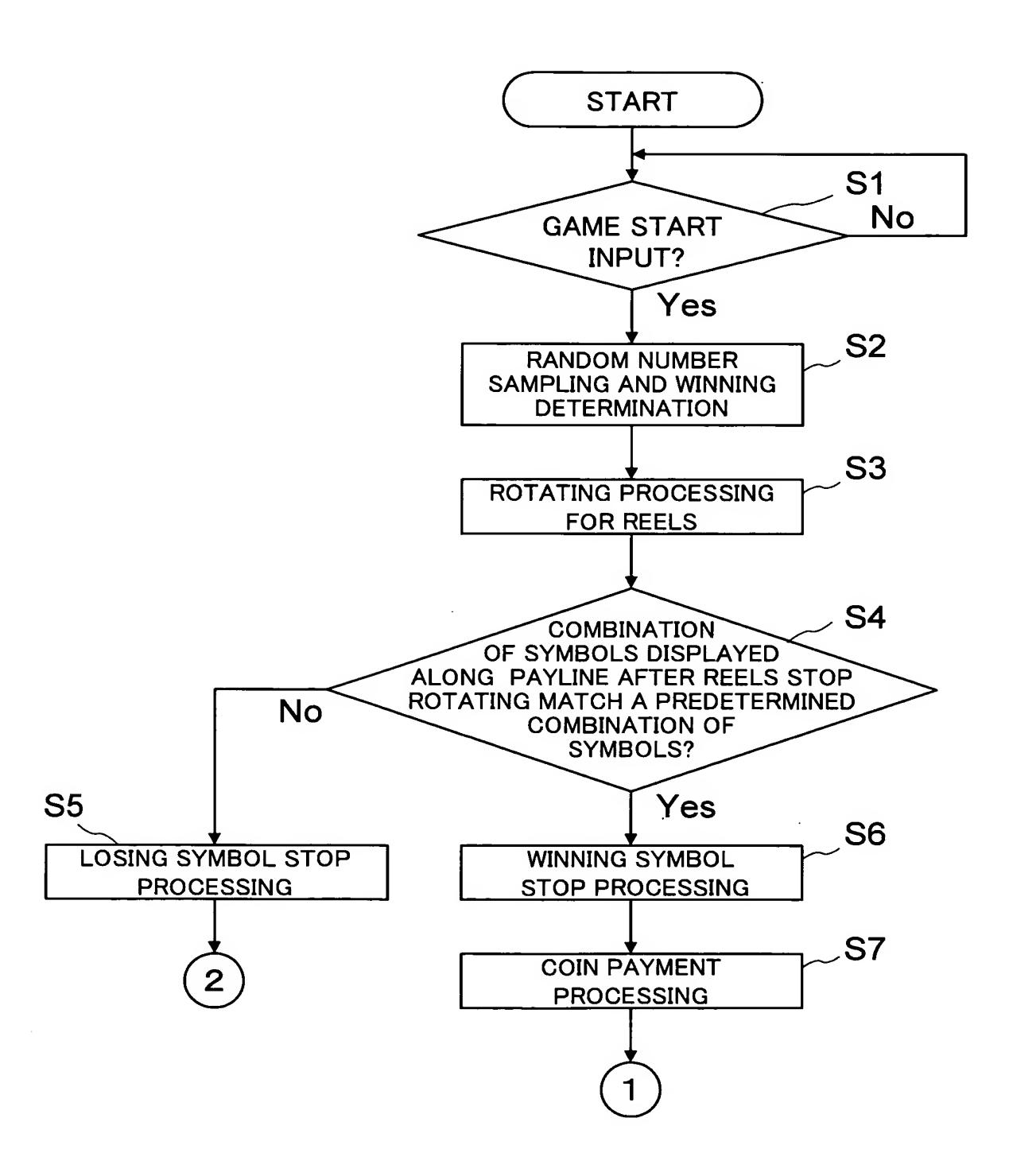
COINS: 5,000

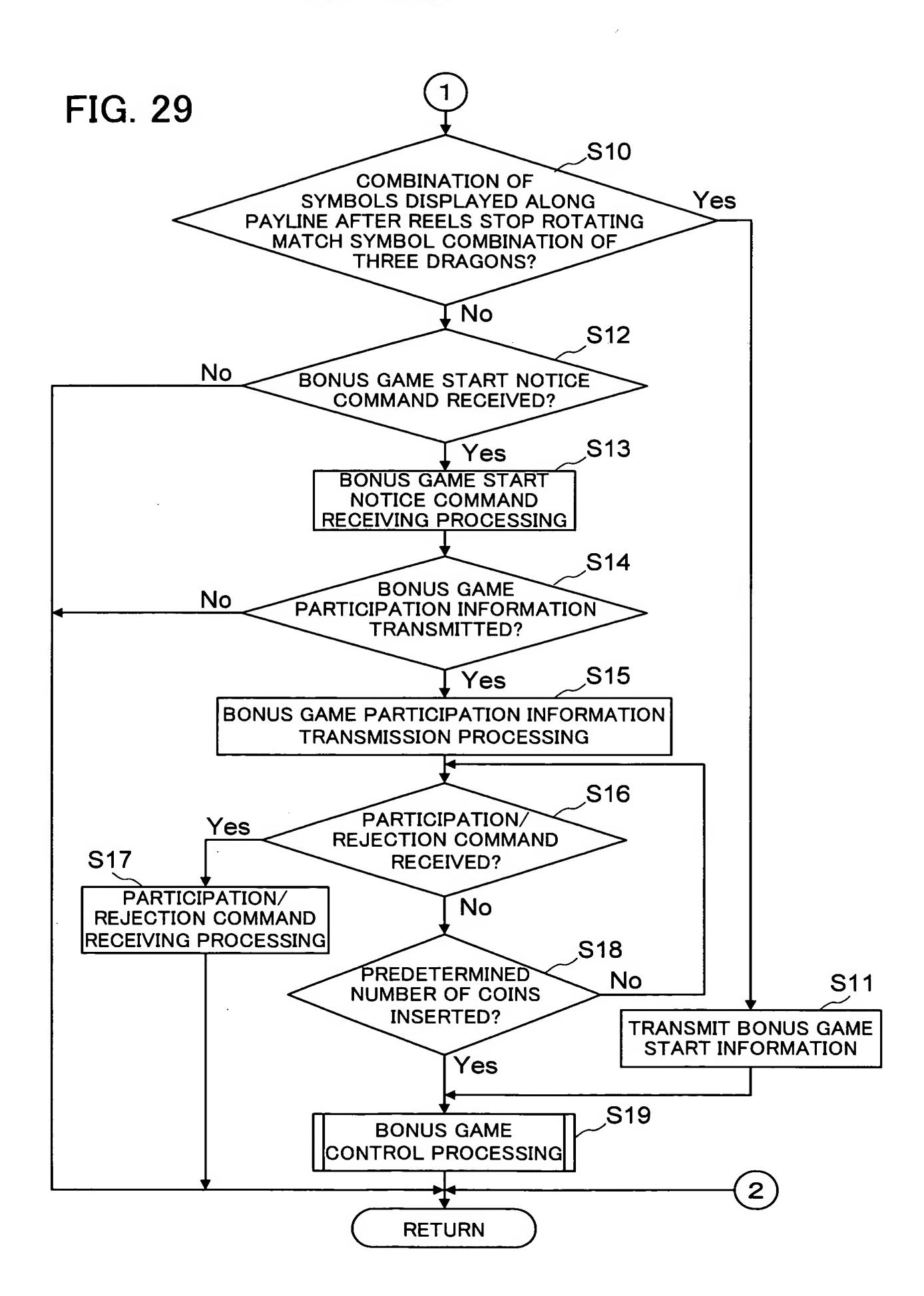
COINS IN TREASURE BOX: 333

GET TOTAL 5,333 COINS!!

~6A

FIG. 28





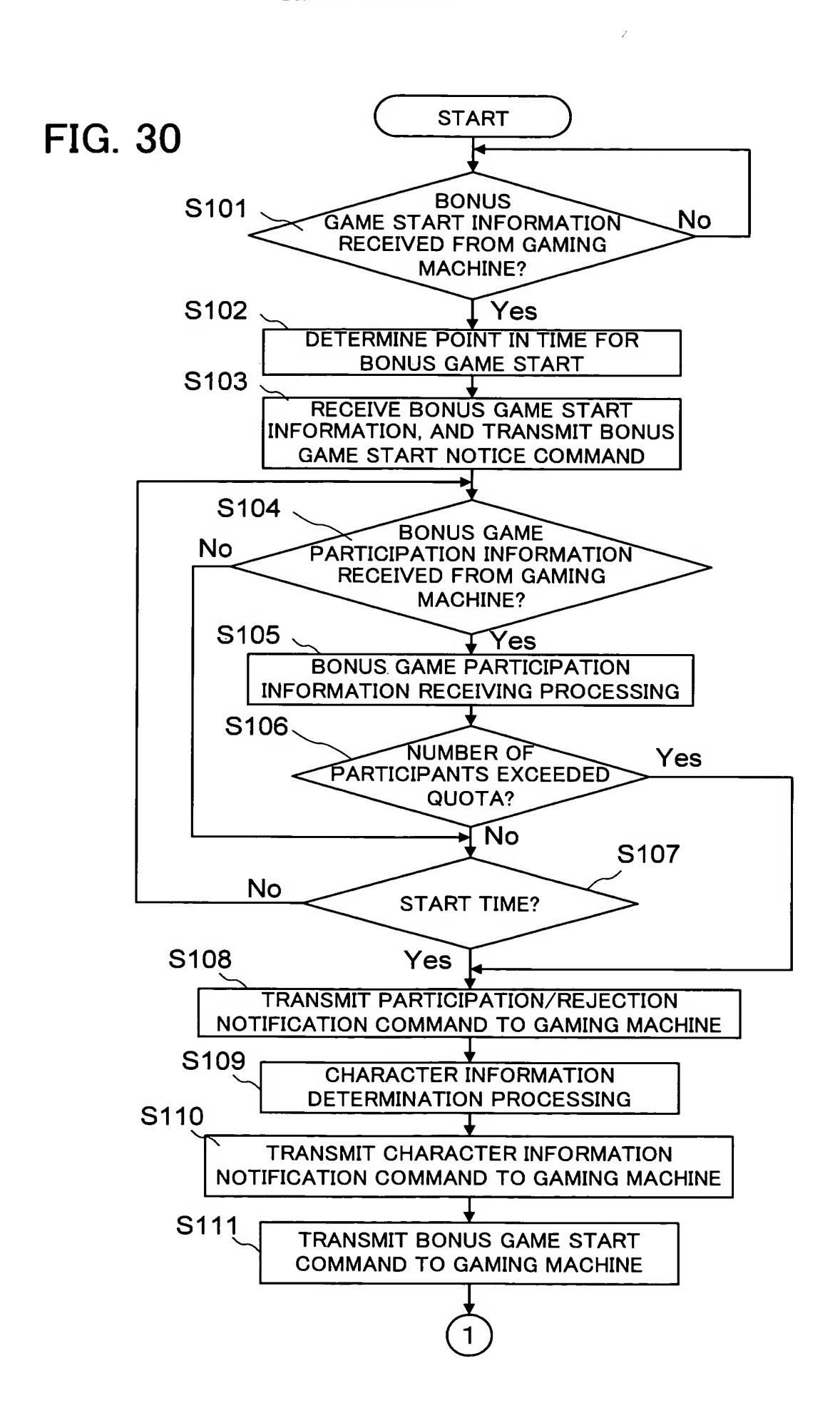


FIG. 31

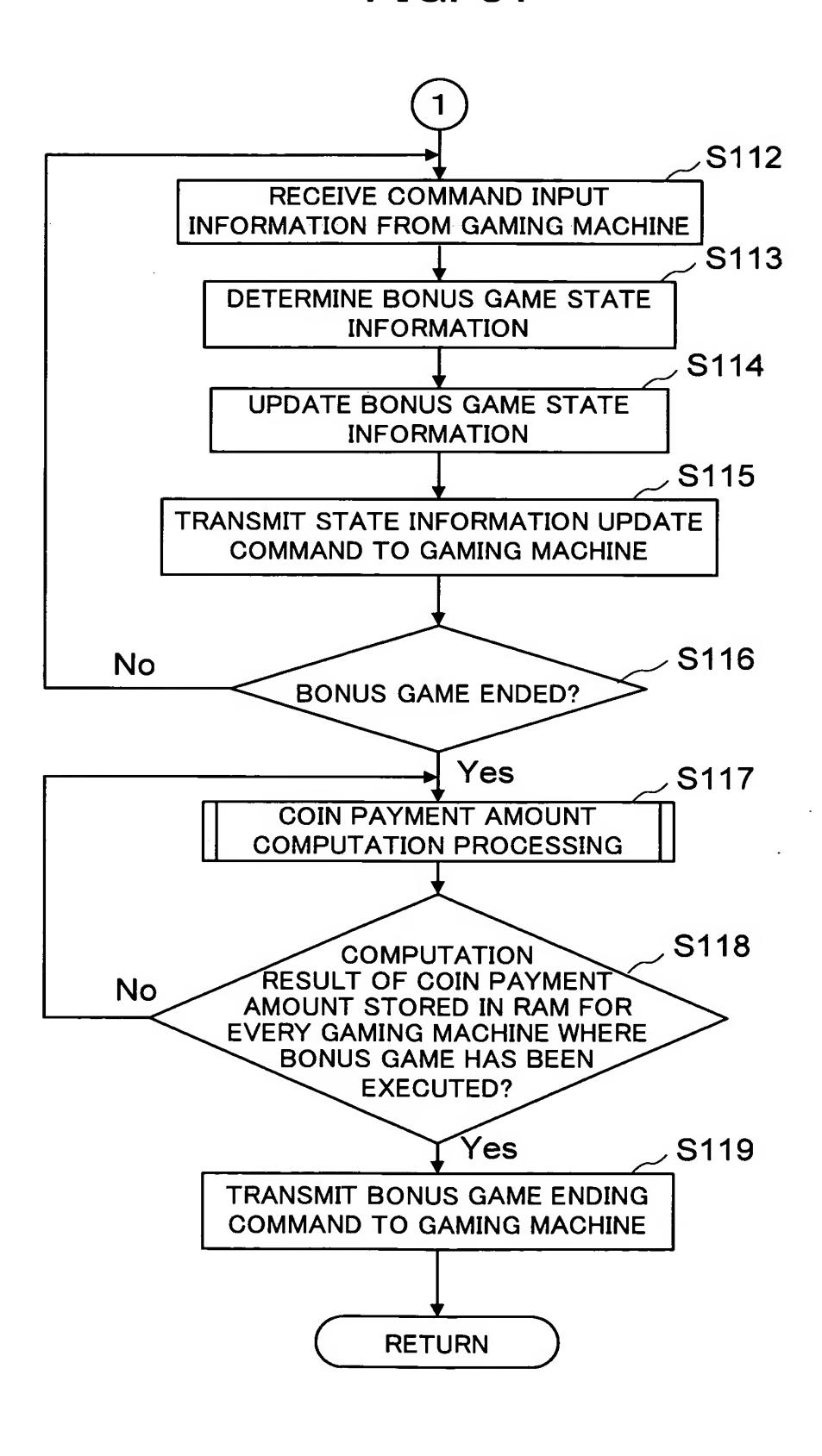
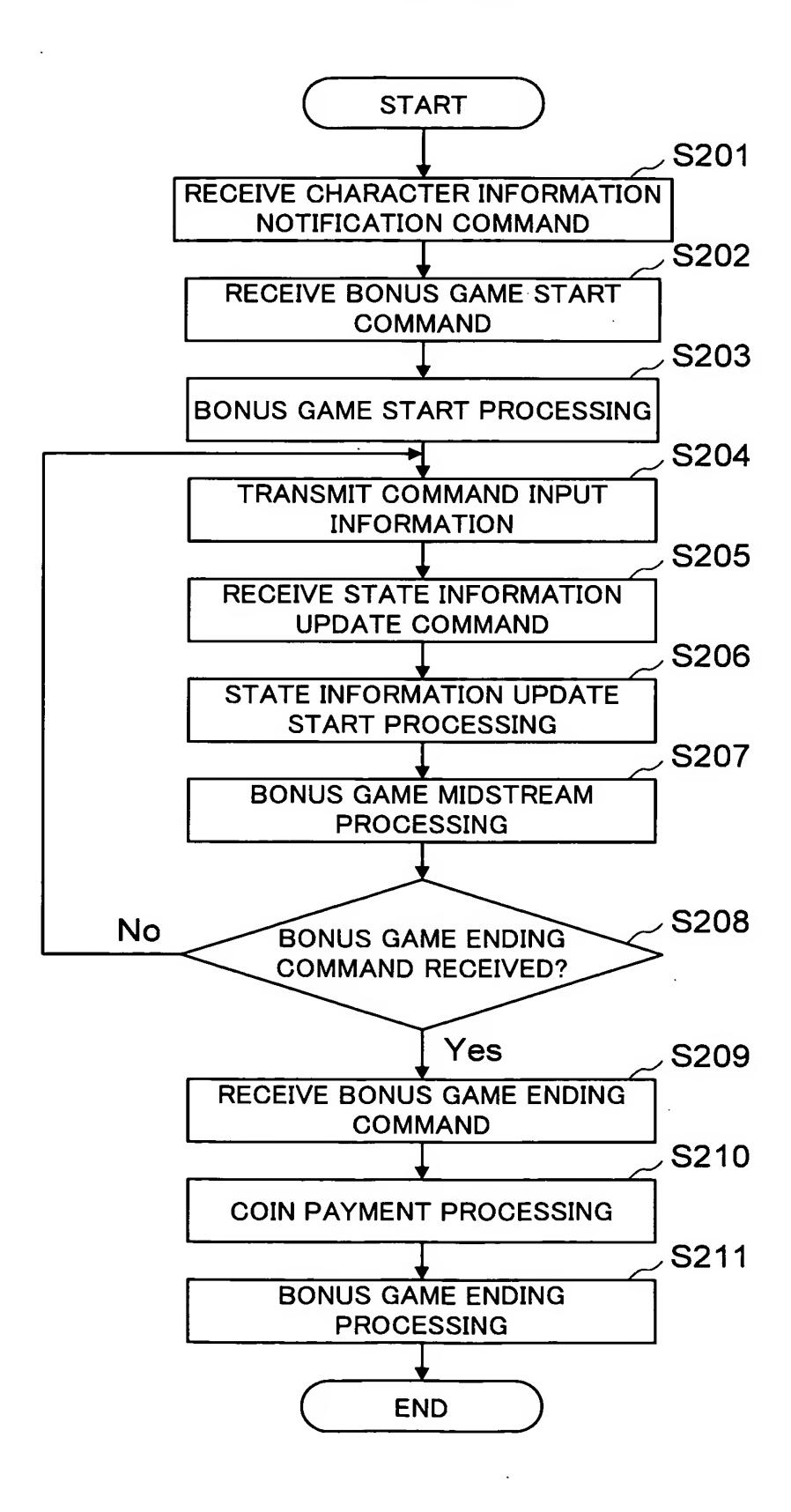


FIG. 32



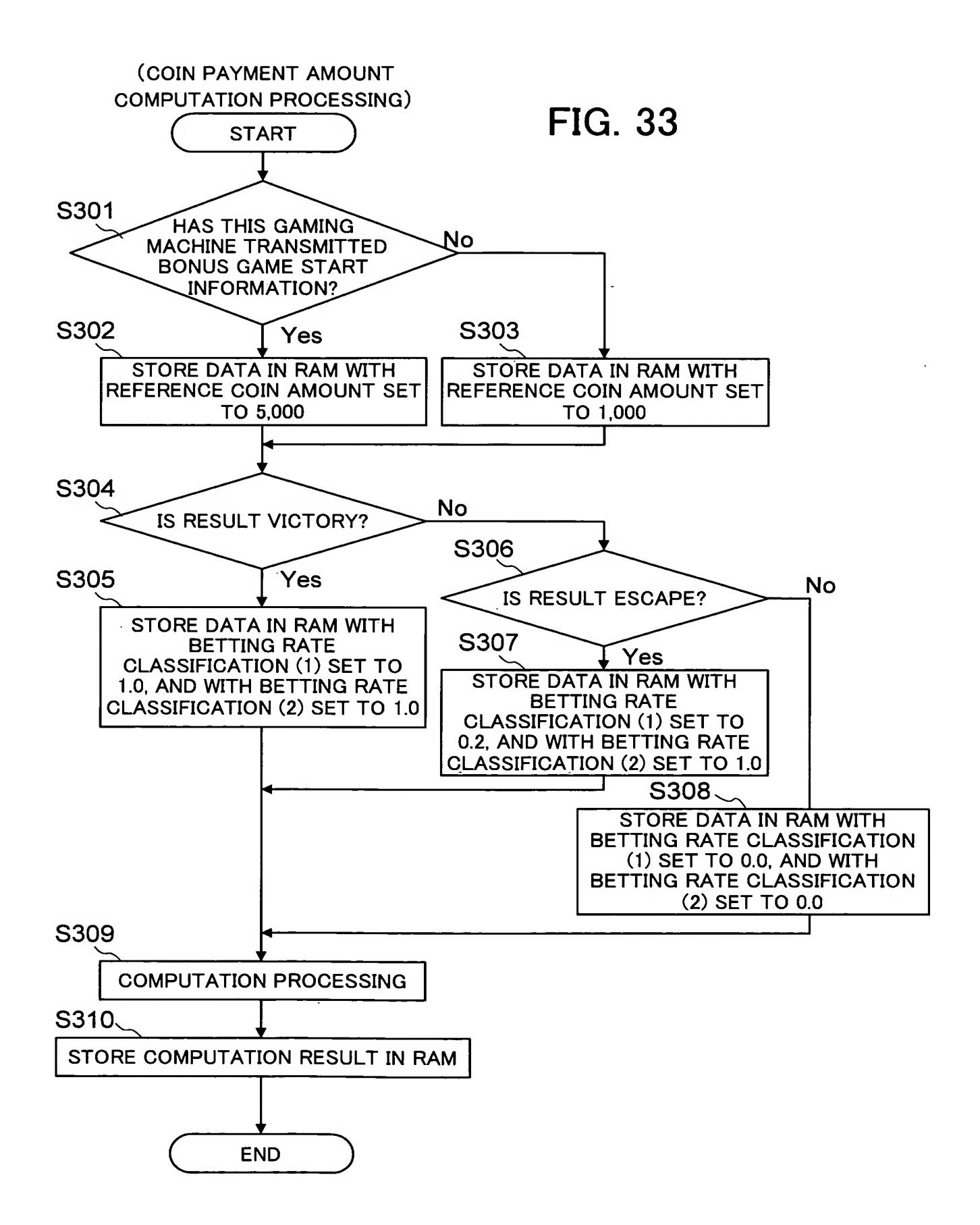


FIG. 34

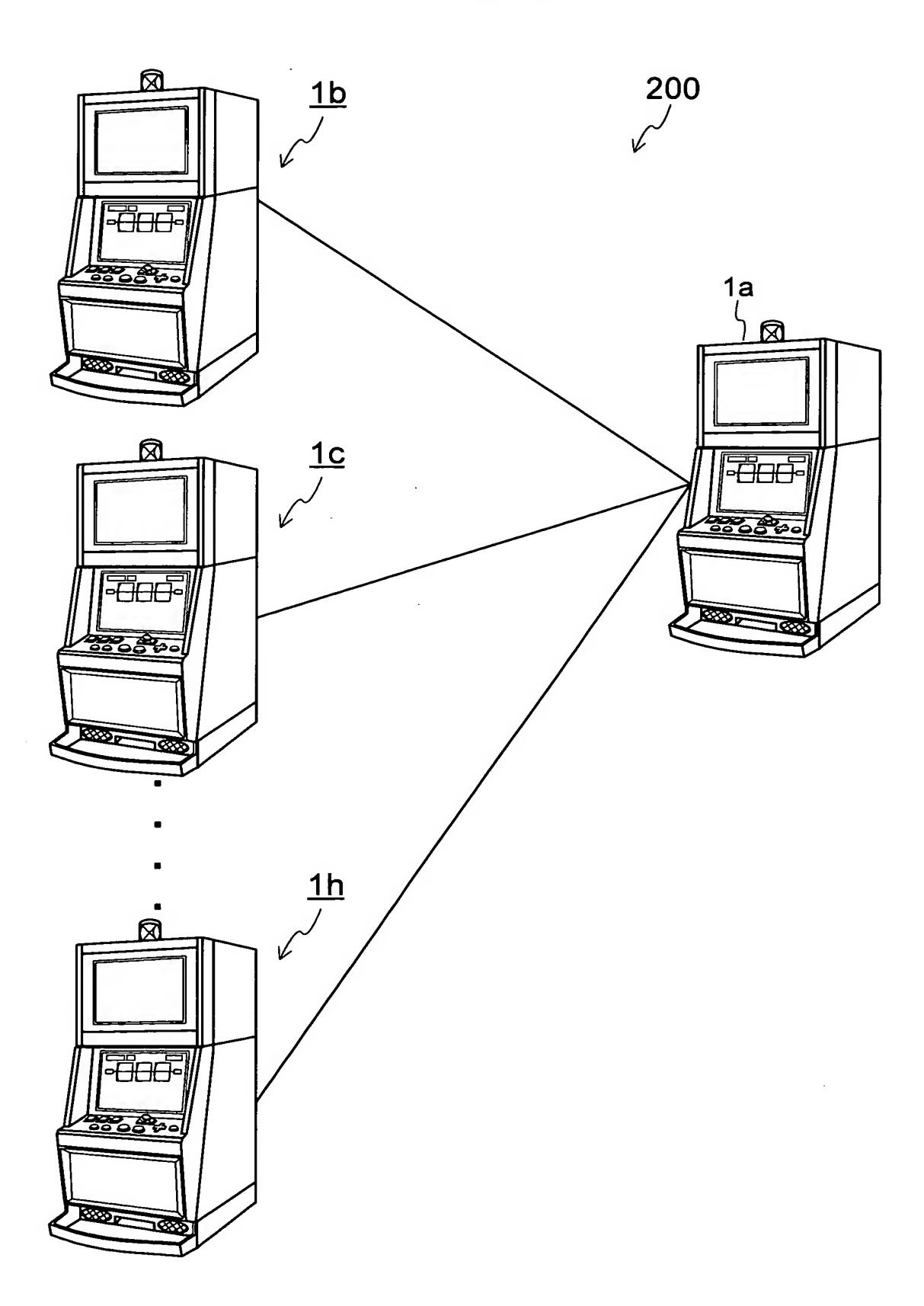


FIG. 35

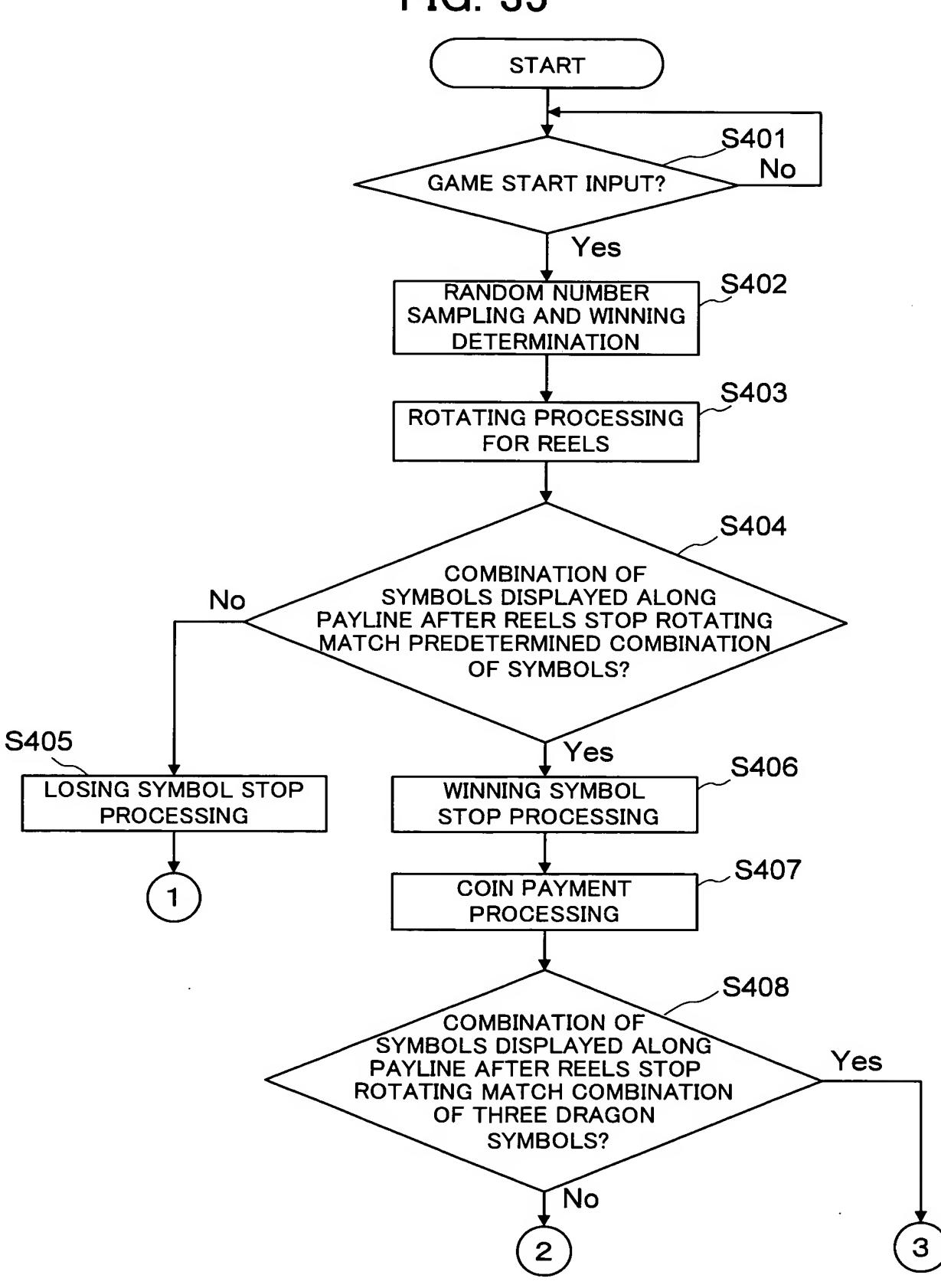


FIG. 36

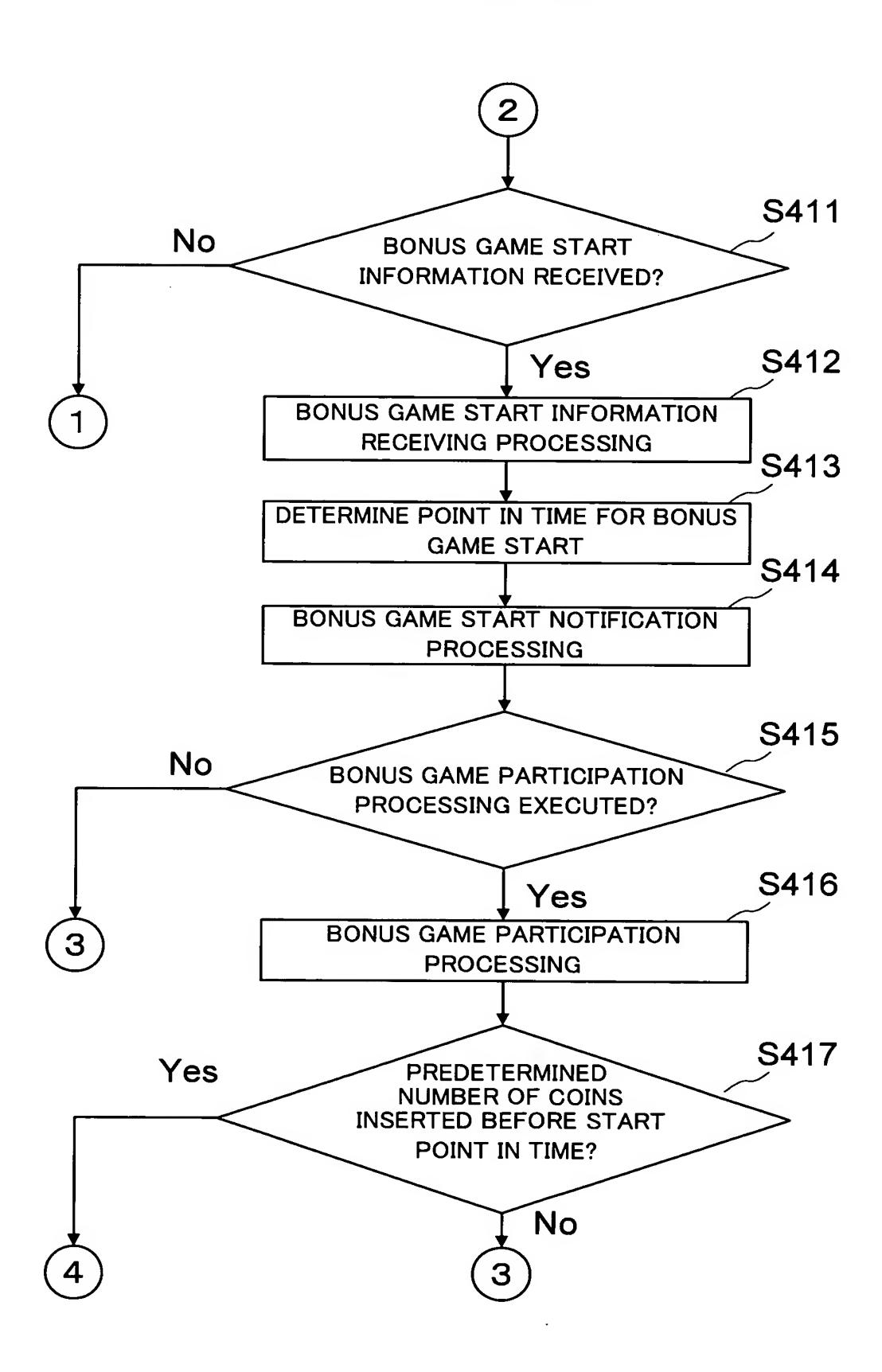


FIG. 37

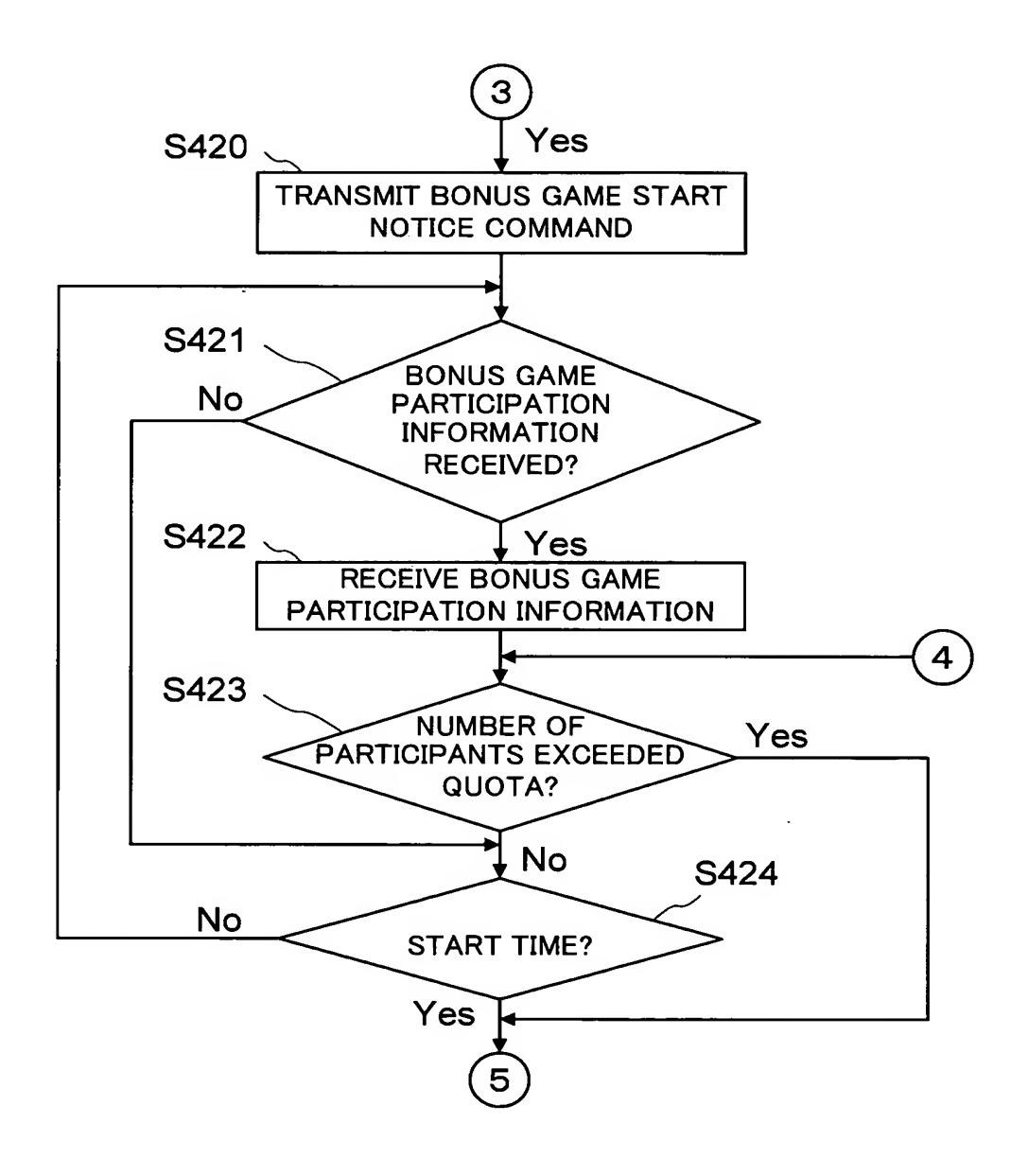


FIG. 38

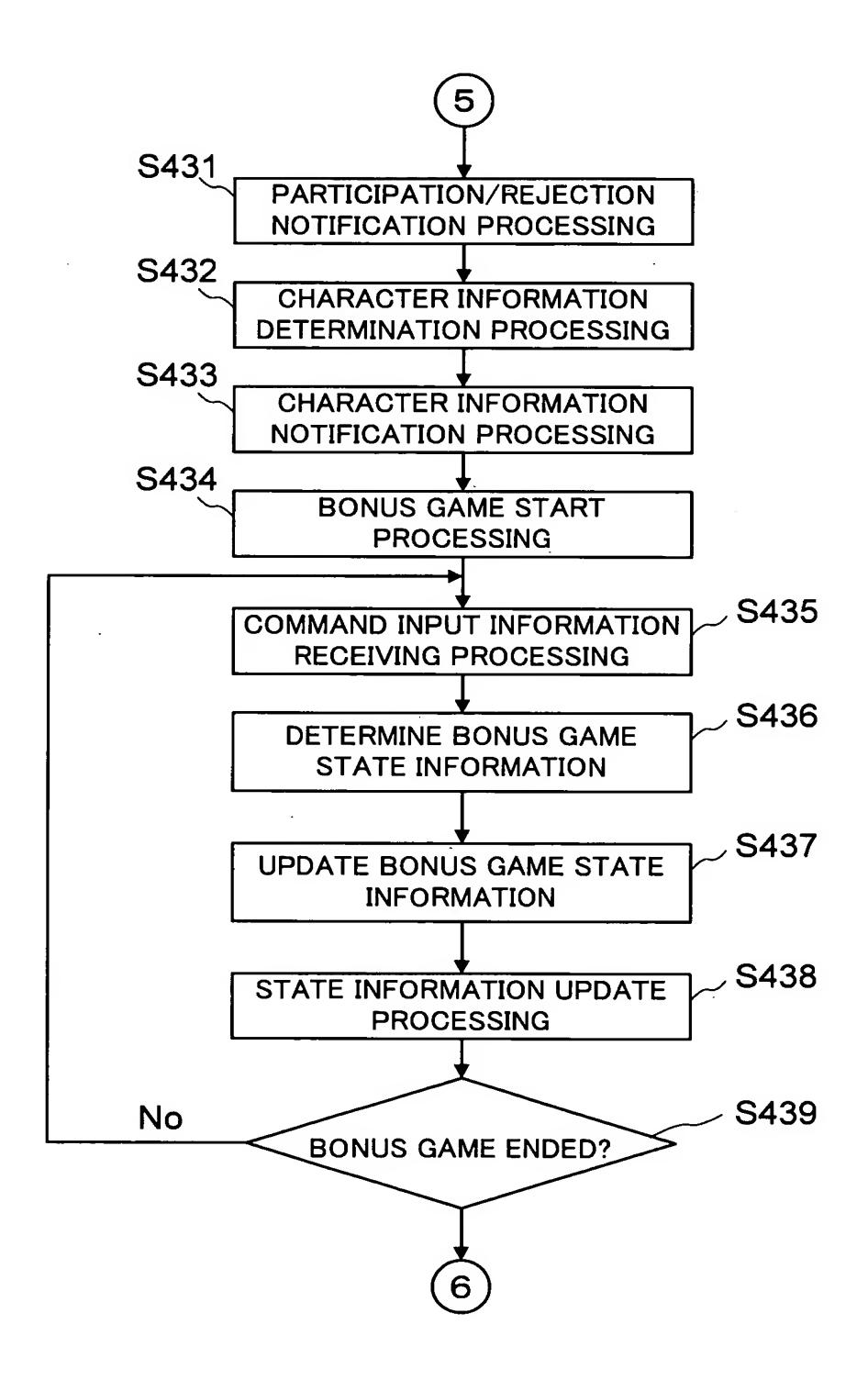
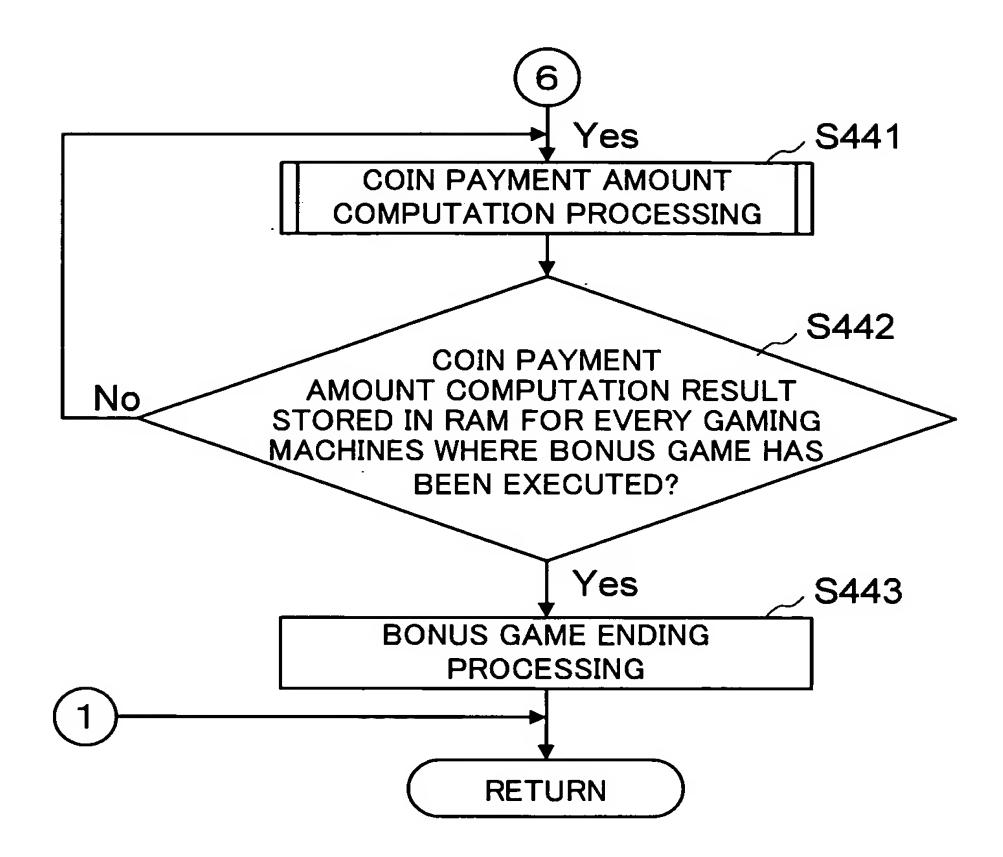
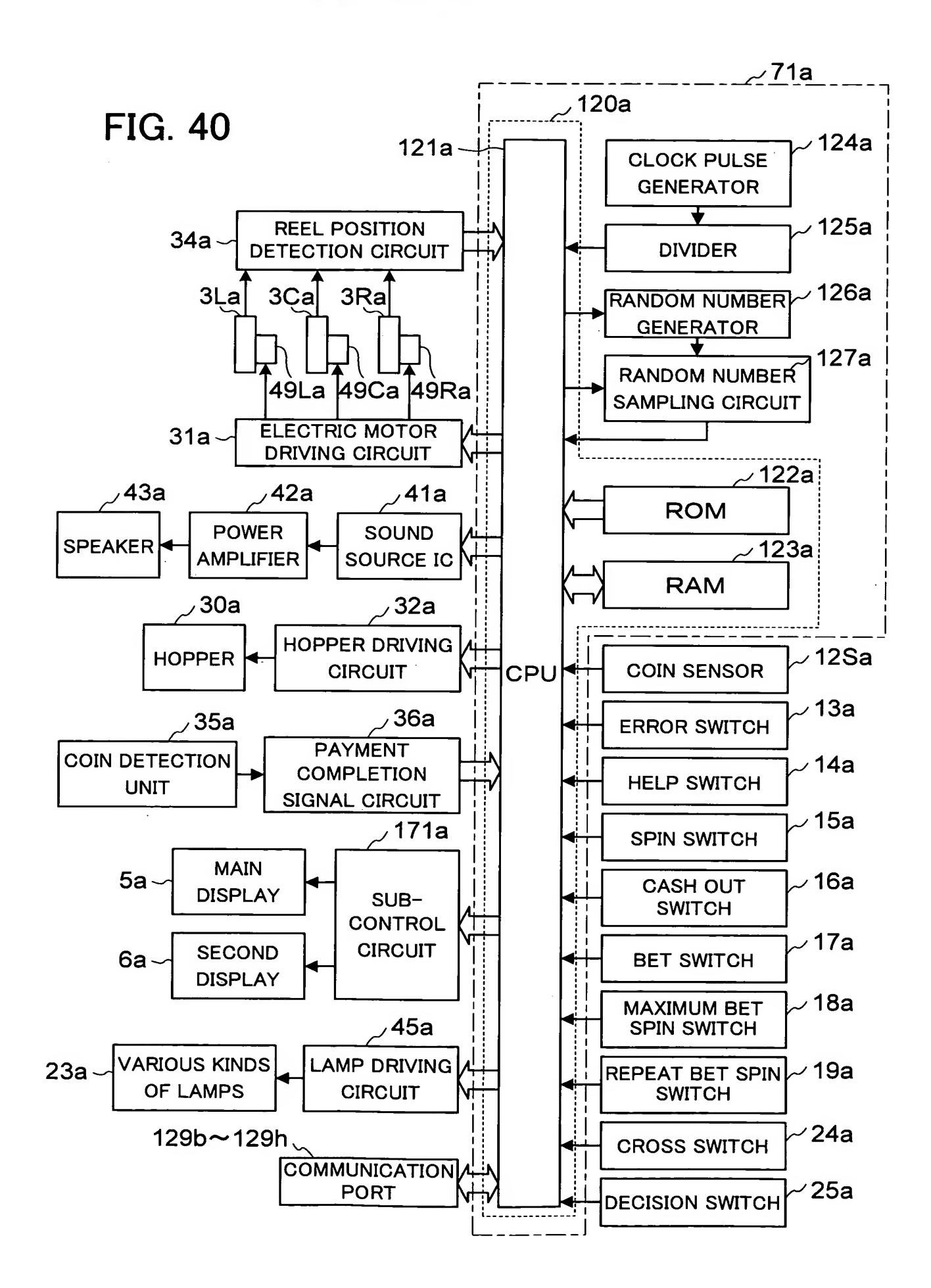


FIG. 39





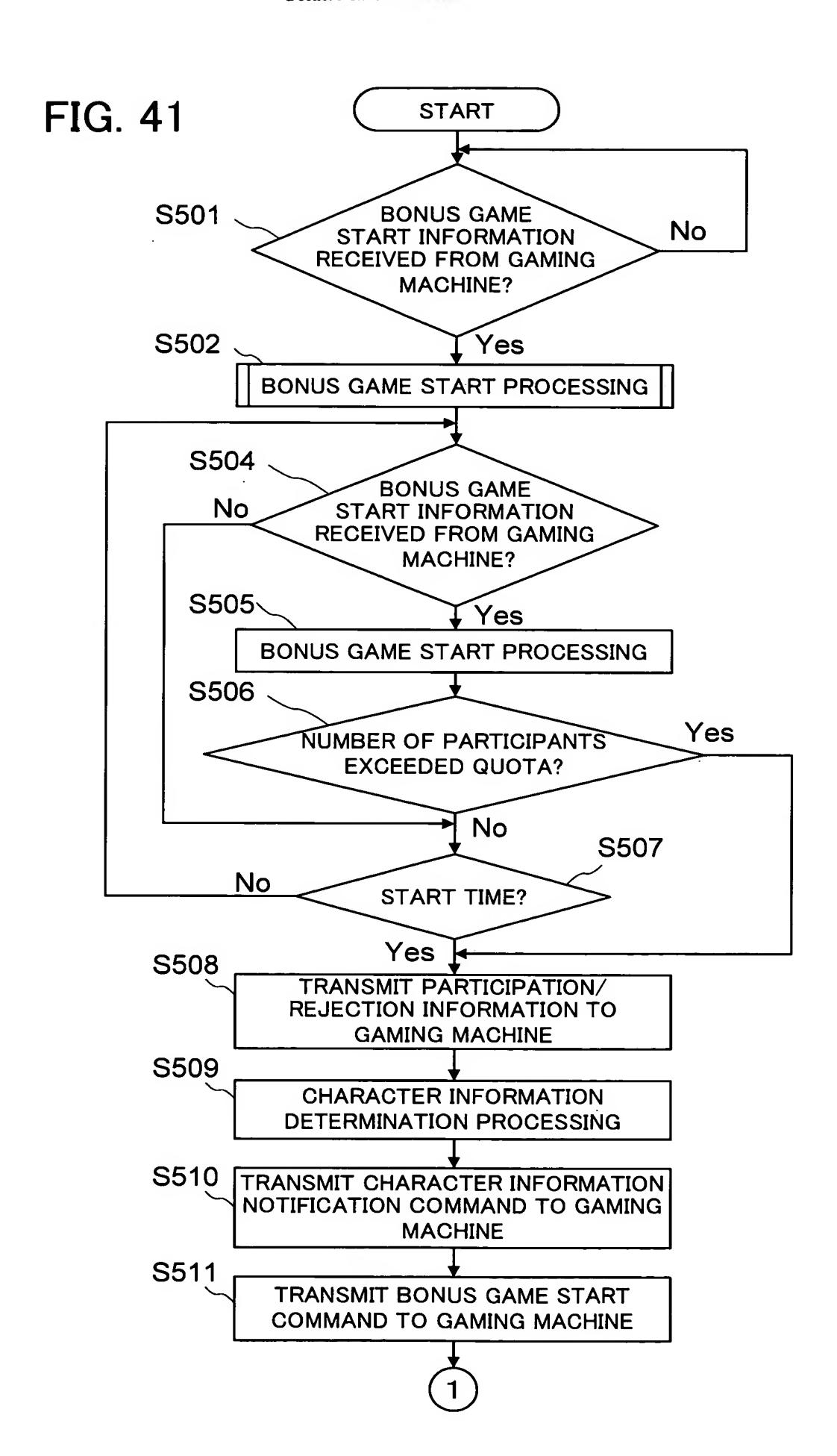
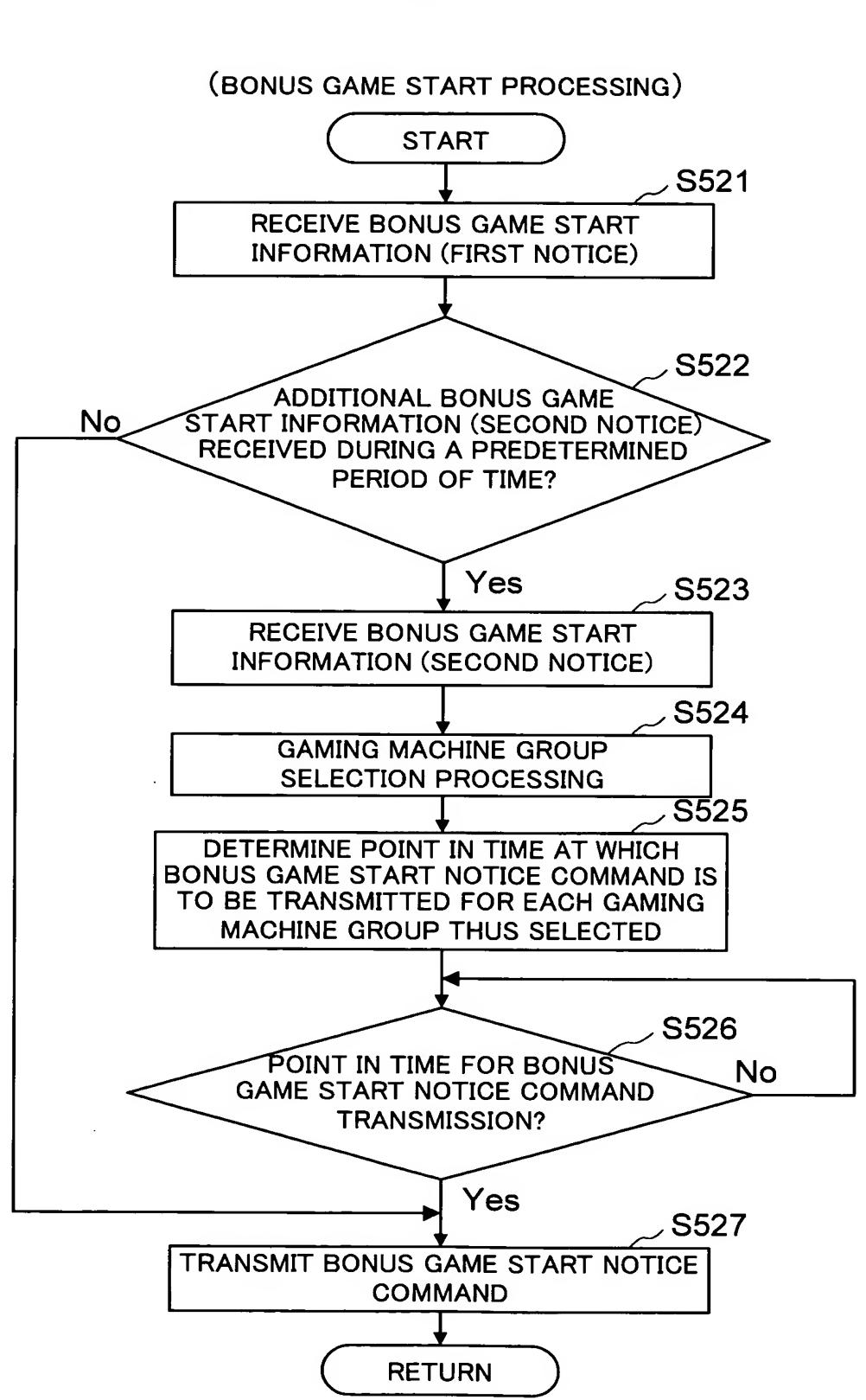


FIG. 42



Title: GAME MACHINE SYSTEM, GAME MACHINE, AND MANAGEMENT SERVER Inventor: Hiroaki KASHIMA

FIG. 43

